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GOING OV



NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

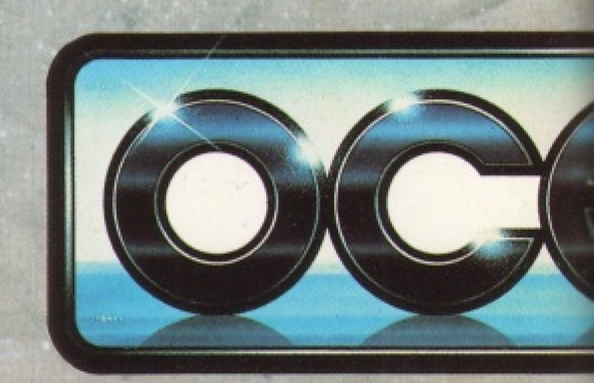
CHASE H.Q. II Special Criminal Investigation

The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.
The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

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TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -
You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.

ROBOCOP 2

EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

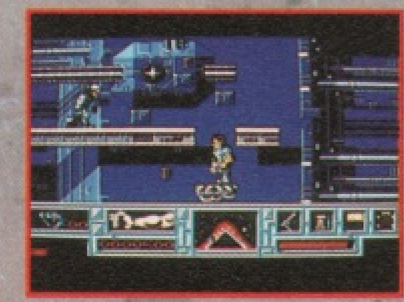
The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together!

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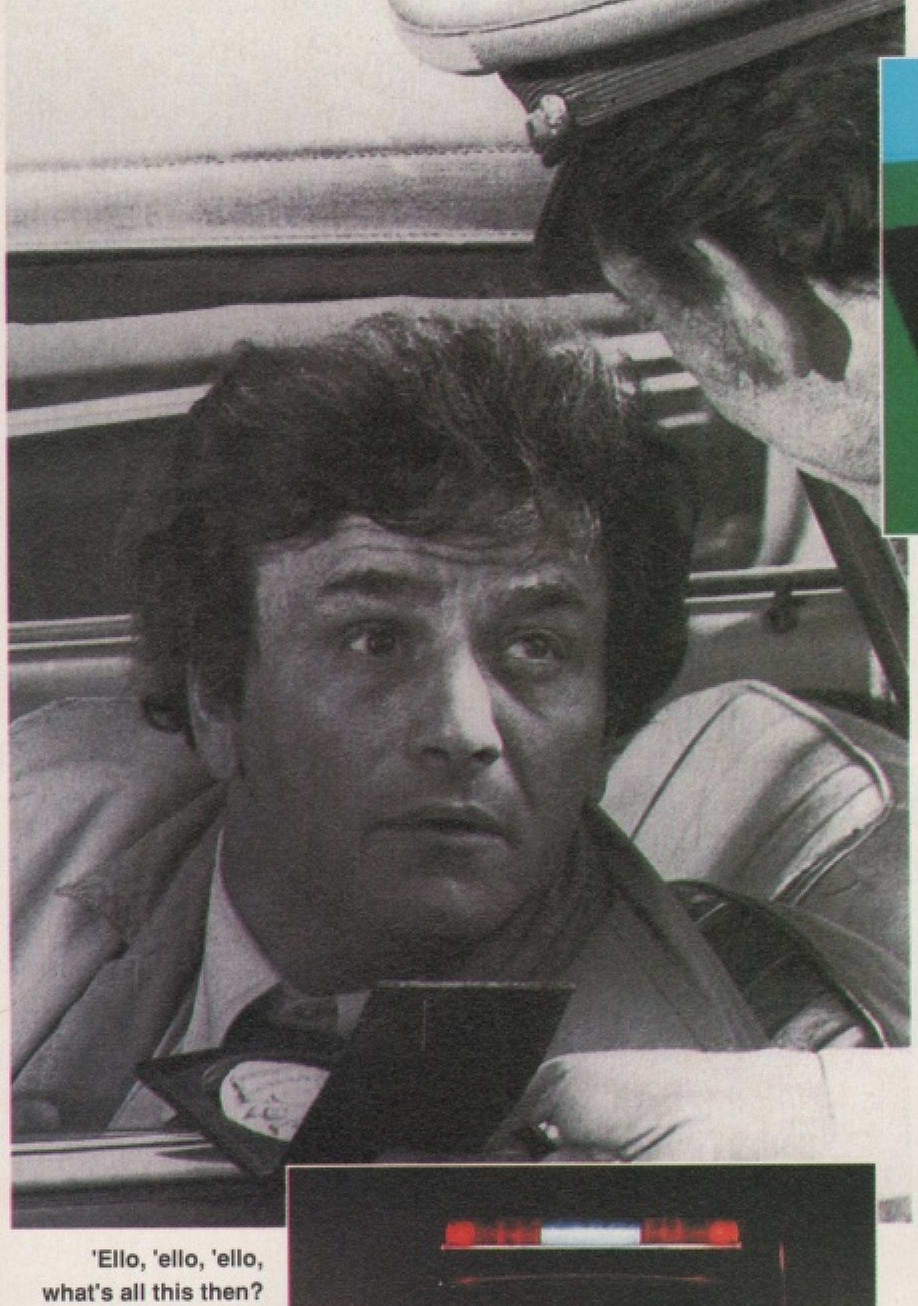
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In keeping with our 3D theme, we present the first review of the Amiga version of *F-15 II*.



We take an in-depth look at all things 3D, and trace the history of the sub-genre, the way it is heading and the possibilities for 3D sound. We also take a peek at some of the hottest forth-coming 3Ders - including Core's *Thunderhawk*.

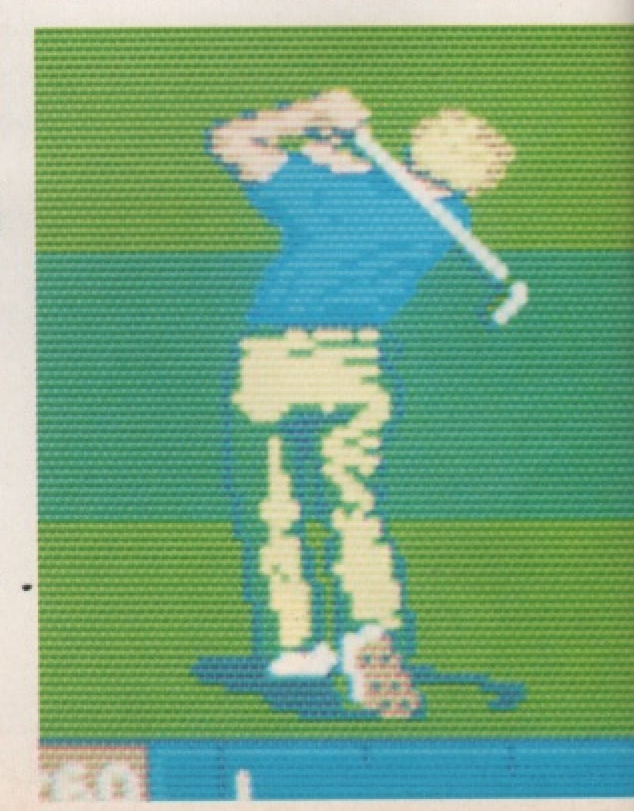
REGULARS

Any old iron! *PGA Tour Golf* gains a Superstar.



'Ello, 'ello, 'ello, what's all this then? Cop games, in their many shapes and guises come under scrutiny, as d o their TV counterparts.

SPECIALS





Eye Of The Beholder's DM-inspired gameplay blows us away.

Once again, CU presents the most informative and up-to-date reviews of all the latest and biggest titles, but the best is still to come...

G A M E S





ARMY MOVES
It's free game time again, as we proudly present Army Moves, a seven-stage shoot' em up which is made up of a number of game styles all tied into one mission - the destruction of a tin-pot Doctator and his many followers.





Once again, CU Amiga is the place to be for all the most up-to-date reviews. This month, *Hill Street Blues*, *Demoniak*, and *Shadow Dancer* fall under our critical gaze, with a strong supporting cast containing the likes of *Eye Of The Beholder*, *Ski Or Die*, and *Bard's Tale III*.

R E V I E W S

BUZZ

Indiana Jones to return in prequel. . . Ocean are into family values. . . Bubble Bobble III and Hammerin' Harry signed. . . Turrican makes a threesome. . . Microprose race on. . .

TIP-OFF



Anco are set to follow up on the success of their *Kick Off* series with two new titles, *Tip Off* and *Player Manager 2*.

Tip Off will be a *Kick Off* style game set in the world of Basket Ball. Anco are withholding details at the moment, and have not set a release date.

Player Manager's follow-up will feature more teams, more moves and more competitions. Again there is no confirmed release date. For those who missed out on the original *Kick Off* it's now being released on budget along with the *Extra Time* expansion disk.



CUTESY CORNER

Ocean have begun work on conversions of two more cute coin-ops – *Hammerin' Harry* and *Bubble Bobble III. Hammerin' Harry* is a multi-stage hammer 'em up with the titular hero traversing a number of enemy-infested screens, whilst clearing a path through the enemy hordes with his magic hammer. Graphically, the coin-op is very impressive, with bold sprites and colourful backdrops, and Ocean France are confident that they can produce an almost identical conversion. It hasn't been placed on Ocean's schedule yet, but we'll bring you more news soon. Likewise, *Bubble Bobble III* is at an even earlier stage, and details haven't reached us regarding the scenario or gameplay. Again, more news as we get it.

THE ADAMS FAMILY

Manchester based Ocean have picked up the rights to the Munster's ghoulish rivals the Adams family. Though it's not clear whether they've bought the rights to the TV series or the forthcoming movie.

Ocean are being very cagey as to the precise nature of the game, but it's expected to contain all the main characters such as Morticia, Gomez, Pugsly, Lurch and Uncle Fester.

The film is due for general release this summer, and first reports say that holds true to the award winning TV series.

BLUES BROTHERS



Titus's conversion of the cult movie The Blues Brothers is nearing completion. The game will feature levels based around scenes from the film, such as the car chase through the shopping mall.

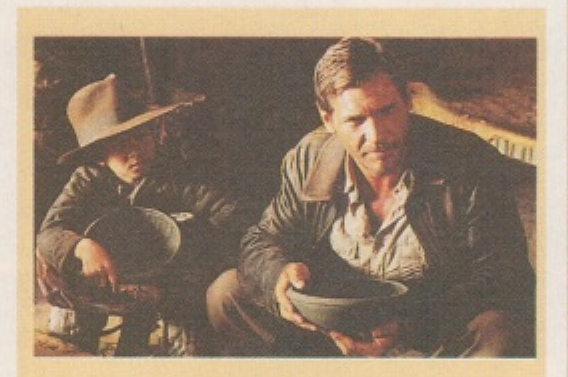
Gremlin were originally thought to have the licence, but it fell through only to be picked up by Titus eight months ago. The game itself is due for release this summer.

Apart from being the CU Crew's all time fave movies, it was also one of the biggest selling home videos of 1990.



YOU CAN'T KEEP A GOOD GUY DOWN

Fans of that armour-clad fighter for justice, Turrican, will be pleased to note that Rainbow Arts are set to begin work on another sequel. What form *Turrican III* will take is not yet known, but we expect the basic gameplay theme of running and jumping, platform-cum-shoot 'em up action to remain intact. However, as fans of *Turrican II* will have noticed, the sequel included a vertically-scrolling sub-level, and whether the programmers incorporate a number of new game styles to vary the action, remains to be seen. With the game still on the drawing board, there are no details of scenario or release dates yet, so stay tuned for more news as and when we get it.



INDY IV

US Gold have acquired the licence to Spielberg's novel, Young Indiana Jones. There are no definite details about the game, but it's likely to be a multi-stage arcade adventure destined for a Christmas release.

Young Indy made his first appearance in the film Sean Connery and Harrison Ford vehicle, Indiana Jones and The Last Crusade, with Young Indy played by River Phoenix. As yet there are no plans to film the book, but when was the last time Steven Spielberg turned down the chance to make a money-making prequel?

DRIVE–IN

Race track supremo Geoff Crammond is beavering away on a new formula one race sim.

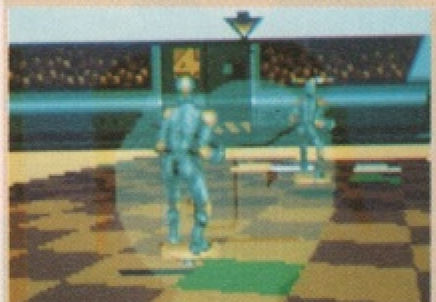
As yet nameless, we're told that it won't be the sequel to his previous game, *Stunt Car Racer*. Instead it will be an out an out race game based around actual Grand Prix tracks. The game will be published by MicroProse and will making its entrance in the softshops about Christmas time.

P R E V I E W S



TENTACLE Milllennium strike back with *Tentacle*, a seven level shoot 'em up. Cyborgs have laid waste to Earth by invading its past history. You're mission is to go back in time, wipe out the Cyborgs and plant time pods to patch the holes in Earth's timeline.

The hero can be armed with a number of devastating weapons, as well as a set of tentacles which are used to cross caverns. *Tentacle* should be slithering its way into the softshops in June.



STORM BALL The latest entry into the future-sport arena is Millennium's Stormball. The game involves two players standing at either end of an arena attempting to stop the opponent's ball from entering their goal.

Play against the computer or in split screen mode. Bonus icons and traps are scattered around the pitch to help or hinder the players. Eleven computer players make up the opposition as you battle to become the top baller. Out mid-May.

ALIEN DRUG LORDS New from Australia's Panther Games is future-set RPG called *Alien Drug Lords*. As an agent of the Celestial Investigation Agency (CIA) it's your job to close down an intergalactic drug smuggling ring by recruiting a team of mercenaries and destroying the gang's processing plants.

The game comes complete with an illustrated guide on the life-forms you'll encounter on your travels as well as information on how to complete your mission. Full review next issue.





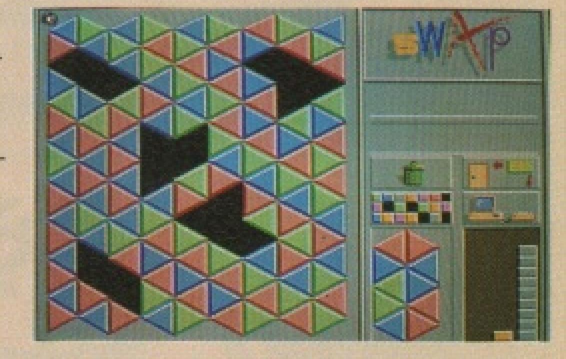
APIDYA Demonware's latest can only be described as weird. *Apidya* is a shoot 'em up with a real sting in its tail. The main character is a rather violent wasp who sets about ridding a garden of all hostile life such as stag beetles and snails. Along the way it can collect flowers which give it extra weapons and magic mushrooms which provide temporary invincibility.

If you fancy a crack at insect genocide *Apidya* will be available in June priced at £24.99

SWAP Palace are jumping on the current puzzle bandwagon with *Swap*, a brain teaser based around tiles.

The object is to slide different coloured tiles around a board to form clusters of identical colours which then disappear. *Swap* can be played against a friend or the computer. It also allows you to alter the number of tiles on a level and the amount of colours.

Swap should be in the shops by the end of June priced at £25.99

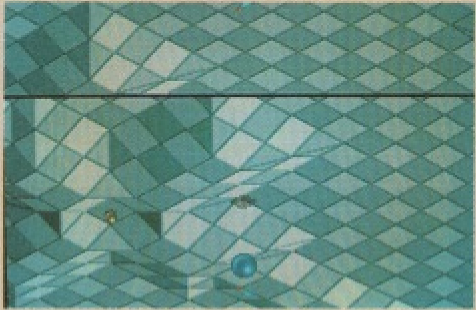


THE MINDBENDING ALIENS FROM HYPERSPACE *Mindbending Aliens From Hyperspace* is an RPG based around a cross-dimensional kidnapping involving hippies and a very weird alien race.

The control system will work in a similar way to the *Ultima* series of games, with a click and point icon system used to manoeuvre the game's heroes. Full screen graphics will be used in between scenes to update the player on the plot.

Mindbending Aliens should be warping its way into the shops this summer.





SLIDERS The third future sport game this month is *Sliders* from Palace, a two player ball game with *Marble Madness* overtones.

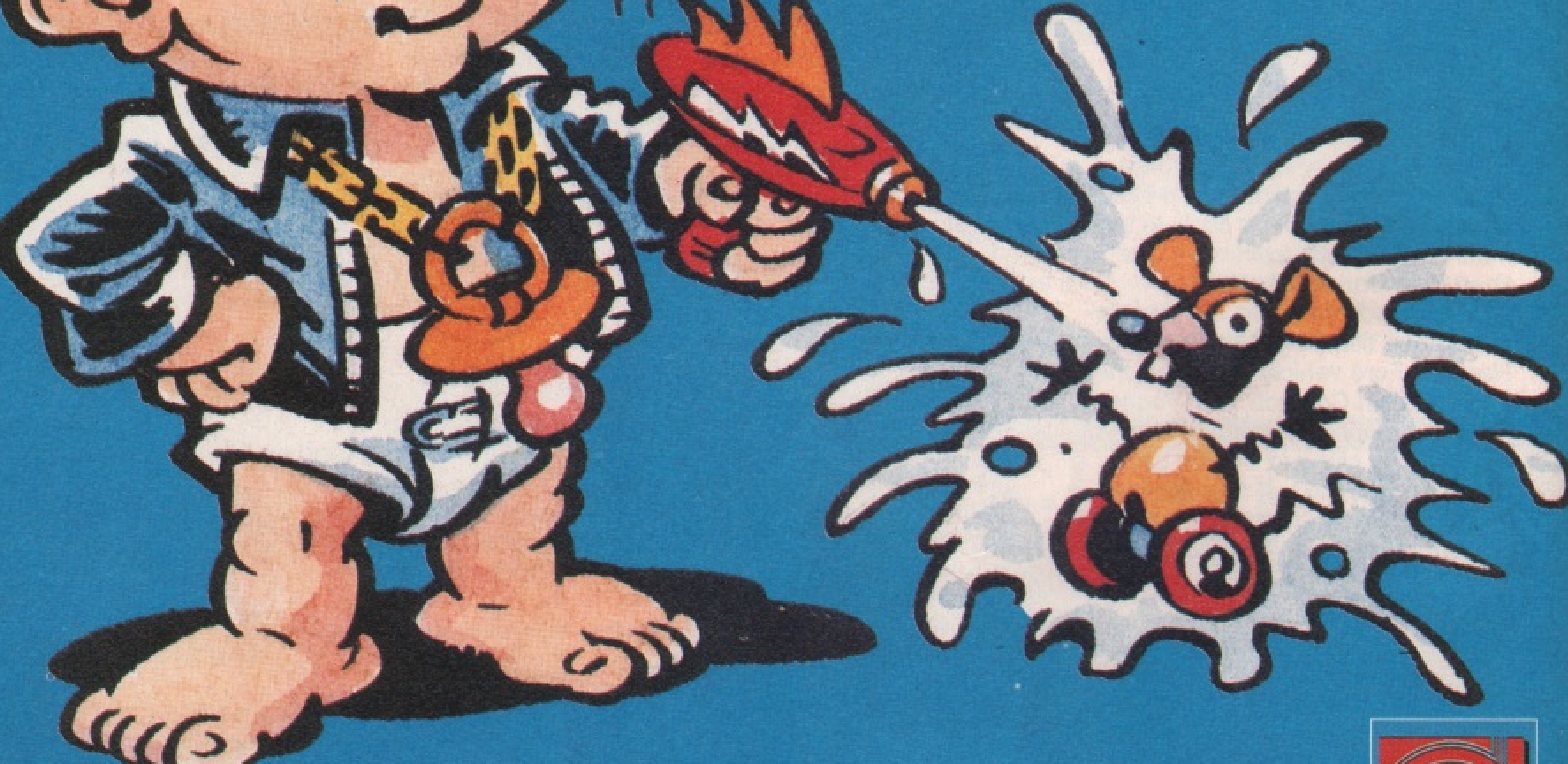
Each player controls an electro-puck (a ball) which has to be guided from one end of a course to the other within a time limit. Obstacles include one way roads, force fields, varying weights of gravity and the other player.

Sliders is due to roll into the shops in June.



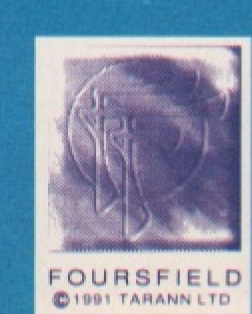






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RESCUE MISSION

Following their successful Amiga version of *Master Blazer*, Rainbow Arts are currently preparing a second ancient Lucasfilm title for the Amiga treatment. *Rescue From Fractalus* is a massive space exploration game which involves skimming over the fractal-generated surface of an alien planet and sneaking through the enemy force's defence bases. Lurking somewhere in the rocky landscape are a number of stranded pilots, and they must be located and collected before the enemy find them. The game was a deserved success on the good old C64, and the Amiga version is apparently going to boast an incredibly fast fractal landscape. *Fractalus* will be released sometime in October/November.



ANY OLD I-HUN

Flying head to head with Dynamix's *Red Baron* is MicroProse's *Knights of the Sky*. In this Biplane sim you can choose from a database of 20 pre-1920s aircraft which can be flown over World War One Europe.

There will be seven different mission types including bombing, strafing and dogfights. The missions are based on actual maps from the time, featuring aerodromes, anti-aircraft guns, cities and roads. Gathering information you can track down the enemy's top guns and do away with them – after all, there can only be one ace.

Knights Of The Sky is being programmed by the *F19* team and is expected to show up some time around Christmas.



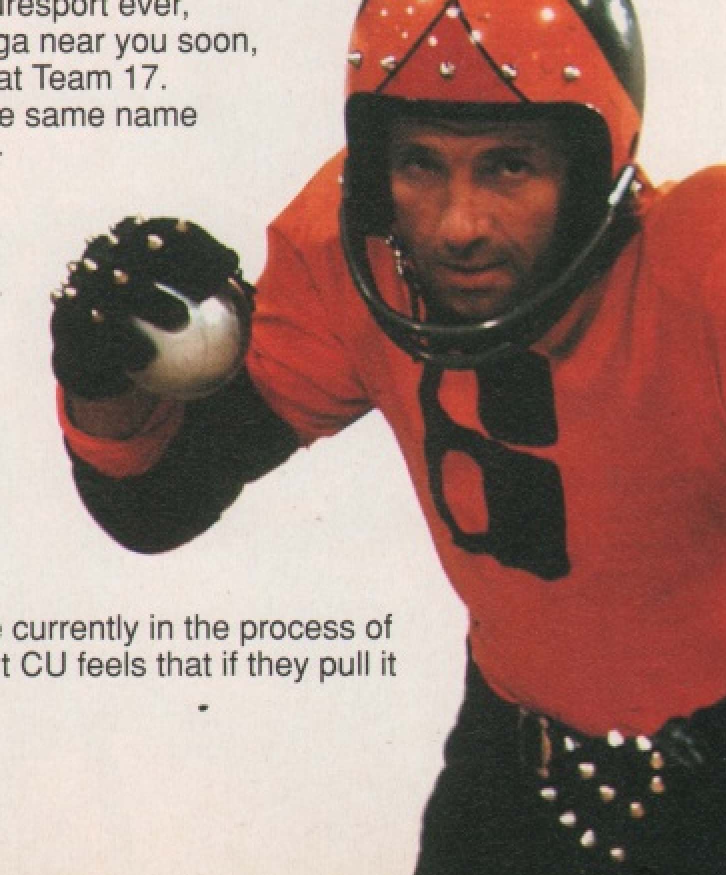
TANKS A MILLION

Once again, another software developer goes back to their roots, as Novagen prepare to release an updated Amiga version of their old tankbuster, *Encounter*. Released on the Atari 800s and C64 in 1982, *Encounter* was a solid 3D *Battlezone* clone, with incredibly fast screen update and difficult gameplay. It was also notable in so much that it was the first game to spring from the talented fingers of the elusive Paul Woakes. Whether Woakes will be returning to helm this new Amiga version is unknown, but we'll let you know.



CAAN YOU FEEL IT?

Probably the most famous futuresport ever, Rollerball is coming to an Amiga near you soon, courtesy of those busy chaps at Team 17. Inspired by the IJK game of the same name which rates as one of CU's all-time favourite C64 games, Team 17 are all set to update the game's many features whilst retaining the addictive properties that made it so playable. Graphically, the game will be spruced up with larger sprites and more attractive backdrops, and the sound will feature digitised sound with klaxons blaring and crowds cheering. Team 17 are currently in the process of working out licence details, but CU feels that if they pull it off, this one will be massive.





GREEN SCENE

Mindscape have grabbed the licence to Captain Planet, the latest State-side cartoon craze. The game will be an arcade-style adventure style based on the cartoon's five child heroes. The programme centres around a multi-national team of five children who have dedicated themselves to spreading greeness to world. They help clean up environmental disasters, catch chemical dumping crooks and batter ruthless property developers. Although they have no powers of their own, at times of extreme crisis they join together to form giant superhero Captain Planet.

The game is likely to be broken down into several missions of increasing ferocity, culminating in a mission to save the world itself. ITV have picked up the rights to the TV show and will screen the cartoon series next month, and the game itself should be surfacing around about October.





SPACED OUT

With *Skull and Crossbones* and *Hydra* just hitting the shelves, Domark have announced a package of three new Tengen licenses. The first will be *Space Invaders '91*, the latest version of the classic 1979 coin-op, which features dividing aliens and scrolling backgrounds

Following this is *Ramparts*, a playable shoot 'em up with Tetrisesque sections, and *Race Drivin'*. *Ramparts* is going to be converted by Domark stalwarts, The Kremlin, but no-one has been signed up for *Race* duty yet, although college exams rule out the original's coder, Jurgan Freidich.

All three games are due for a Christmas release, look out for in developments in future issues.

BRAT – AN APOLOGY

CU Amiga would like apologise for a factual inaccuracy contained in last month's review of the Mirrorsoft game, *Brat*.

The assertion that losing a life in all cases means returning to the start is erroneous. In fact a simple point-and-click of the mouse onto a milk bottle icon with rejuvenate Nathan.

And our review of this game just goes to show what a funny old world we journalists inhabit. In contrast to CU's review of the game, Ciaran Brennan, Editor of the then One for ST, PC and Amiga games, gave this cover-featured game a whopping 93%. He's practically been raving about it!!!

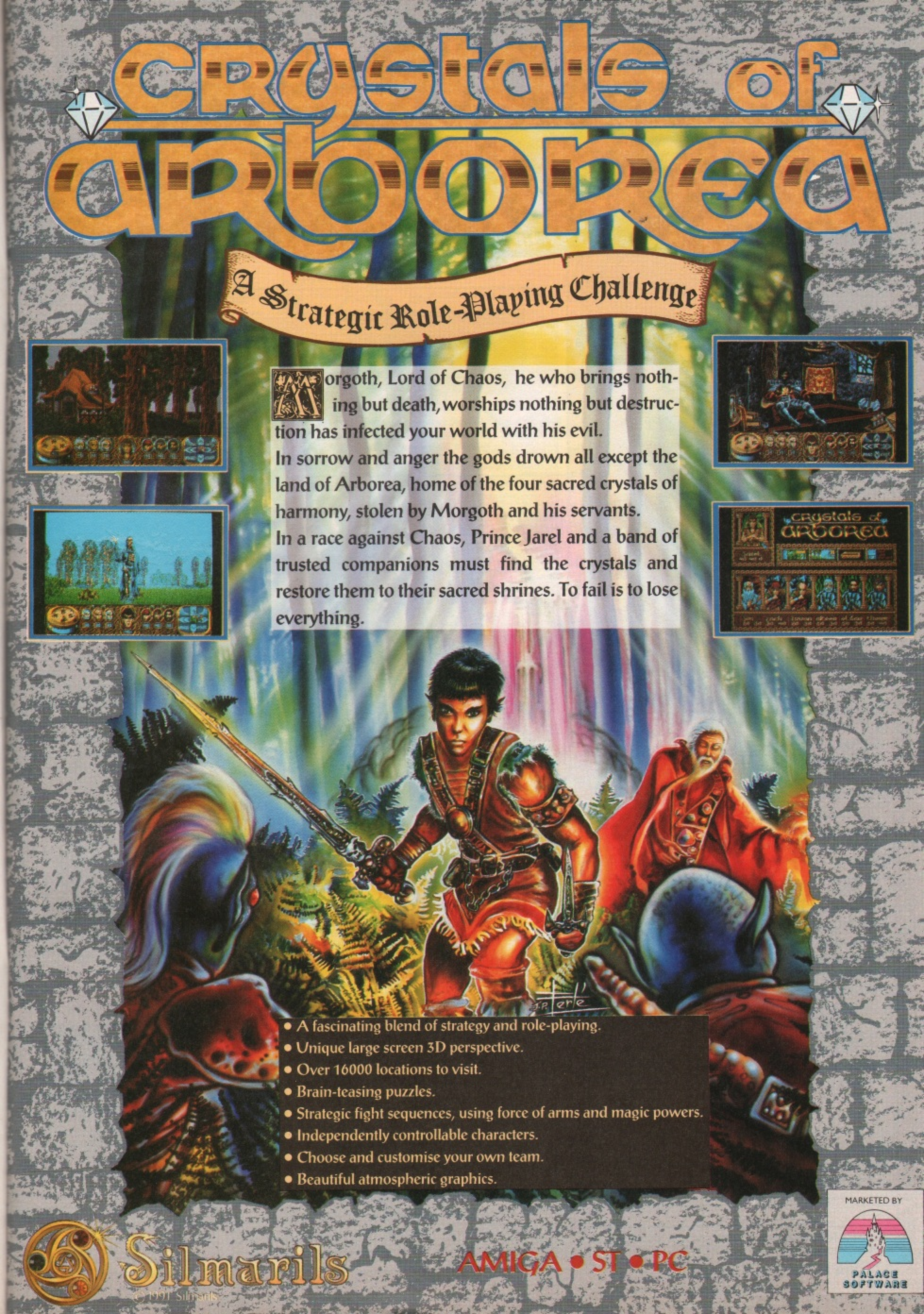
And during our review of Demonware's *The Power* last month, we forgot to mention that the game also sports a rather neat construction kit. Although we don't feel that it changes the given score in any way, apologies to Demonware and Co. for any inconvenience caused.





LITTLE BREEDERS

With their 32-colour epic, *Alien Breed* currently 50% complete, Team 17 are already preparing a sequel. However, whereas Team 17 used an overhead view for the first game, the sequel is going to sport a first-person perspective viewpoint similar to the one Dinamic used in *Narco Police*. The main concern on the development front is the lack of speed that past games of this style have suffered from, but Team 17 are confident that they can incorporate their typically stylish graphics with fast and action-packed gameplay. Pencilled in for release late next year, we'll keep you posted on further developments.

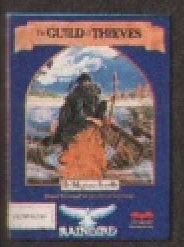

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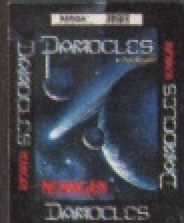
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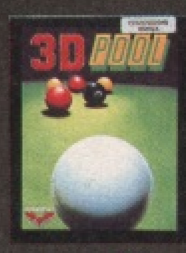
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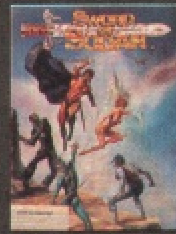
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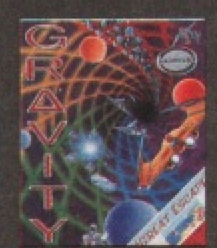


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BACKCHAT

LETTER OF THE MONTH

JUMPING THE GUN

Why do certain companies insist on giving review copies of games to magazines several months in advance of the finished product hitting the softshelves? It is really annoying!
Evidence of this occurs with the *Wings of Fury* and *UMS2* reviews which were published AT LEAST 4 months before the games actually appeared.
I know companies want early reviews whenever possible and game production is often delayed by unforeseen circumstances, but I'm sure some companies – if their games have good reviews – just enjoy milking all the hype which they receive.
S. N. Hardy, Sheffield.

After spending a small fortune producing a game, it's only natural that a company should want to milk as much publicity from their products as possible. Also, CU actively seeks to get the top news stories, previews, and reviews first, because we think our readers deserve it. We think it helps regular gameplayers plan ahead and save up for a really hot game.

CARTWHEELS

I read your article in the March issue about cartridges for the Amiga with great alarm. As I am on the dole, it would be very difficult for me to buy the equipment which would link the Amiga with cartridges. I am sure many of your readers in a similar situation will agree. What the hell can we do when the Amiga turns to cartridges? £400 worth of computer will be rendered useless. Please find out more information.
Alan Osborne, S. Yorkshire.

Don't worry. Our feature on cartridges was pure speculation. It'll probably happen eventually, but rest assured that the computer disk has a long and healthy life ahead of it. Now come inside off that ledge...

ON THE CHEAP

I have recently started reading your magazine and noticed that many mail order companies offer significantly cheaper games than in the shops. I've seen *Shadow of the Beast* advertised for £7.99 as opposed to £24.99 in the shops. Is it safe to buy games from these companies? Do you get the real game or an inferior copy?
R.J. McGill, Norfolk

Most mail order companies offer an exceptionally fast and efficient service. And don't be put off by the cheap prices. The disks they sell are not 'inferior copies' (which would be illegal) – they're boxed copies just like the ones in the soft-shops. So why not investigate the massive savings to be made. Premier, Software City, Castle or any of the other companies that advertise in these very pages all offer a competent service.

MARK UP

In VFM you reviewed *Colorado* and gave it a rating of 84%. In the May 1990 issue it received a rating of 77%! Does this mean you give a better rating to a game if its price comes down? It all seems a trifle erratic at the moment so I hope you can explain.
John Walsh, Kent

Yes, of course the price influences what percentage a game receives. Also, some games age well whereas other look extremely dated after only a few months. In the case of *Colorado*, which is only a year old, it was felt that the lower price merited a higher mark.

INFECT ME

I am having increasing problems with viruses on my computer and my disks have been dying like flies. Do you know of any good virus killers around? Preferably Public Domain as I am just a kid and not very rich! I am a major PD freak but it's hard to get good stuff in Australia.
Derek Piddington, Australia

We got on the blower to our friends at Virus Free and NBS, and they both recommended you try and pick up copies of Master Virus 2.1 which can pick up virtually all known viruses and it's also incredibly cheap – only a couple of pounds.

THE BEAST WITHIN

I have recently started subscribing to CU Amiga. Unfortunately I missed the edition with the Play To Win on *Shadow of the Beast 2*. Can you tell me which issue it was in, so I can obtain a copy. The game is incredibly hard.
Mrs Jones, London.

THE TOP TEN

Here's this month's readers' top five Amiga games. Don't forget to vote for your faves each month. There's a software prize for one lucky reader each month. This issue's prize was won by Paul James Adamson, Doncaster.

1. *Lemmings* **2**. *Speedball 2* **3**. *Powermonger* **4**. *SWIV* **5**. *RoboCop 2* **6**. *Turrican 2* **7**. *Midnight Resistance* **8**. *Kick Off 2* **9**. *'Nam* **10**. *Z-Out*

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

SHAKE KANE



Skull & Crossbones
SKULL & CROSSBONES
Avast there ye lily-livered swabs! It's time to prove your manhood in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.
Hoist the Jolly Roger and set sail through strange and exotic lands with your old shipmates Red Dog and One Eye. Shipmates they may be, but trust them not ... tempers soon flare in head to head clashes over the spoils of your piracy.
Skull & Crossbones is the most blood-curdling arcade game on the market – not for the faint-hearted! Blood flows, razor-sharp cutlasses hack through the flesh of hideous opponents, arms and legs are ... AAARGH ... it's just disgusting!
There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed.
It's a rough and dirty job – and we all want to do it!
MORE SAVAGE THAN BARBARIAN ... MORE BLOODY THAN PRINCE OF PERSIA...
MORE LAUGHS THAN ... NEW PRINT SHOP!
Get it now – but don't, *please don't* show your grandmother.
TENGEN
The Name in Coin-Op Conversions
© 1991 TENGEN Inc. All rights reserved. ™Atari Games Corp. Artwork &Packaging © 1991 Domark Software Ltd. Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224. Programmed by: Walking Circles
Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad.
Amiga Screenshots.
DOMARK

READERS' REVIEW

Have you ever read one of our reviews and totally disagreed with what we've said? If so, this is where you can voice your opinions and stick up for your favourite games. If you do, you could win yourself a £25 game, so get scribbling to us at Backchat

SAINT DRAGON

Storm

ST Dragon was a fairly competent, yet relatively ignored, coin-op which appeared in the arcades way back in 1989. What made it different from yer bog-standard shoot 'em up was the main sprite which was a dragon and not a spaceship as in most other blasters. The long awaited conversion by Sales Curve (responsible for such hits as *Silkworm*) was finally released late 1990.

Was it a success? The graphics are almost identical, the only difference being the marginally smaller sprites of the conversion which is understandable. The scrolling, however, is rather poor and becomes increasingly jerky and slow as the screen becomes congested with nasties. The sprite detection also suffers, and avoiding some of the aliens is more a matter of luck than anything else. The sound is poor, limited to very tinny 8-bit 'gun-shot' sounds and little else. It's a particularly mediocre conversion of an average coin-op. You'd be best sticking to the excellent SWIW for a good blast. Overall: 59%

M. J. Husbands, Solihull.

Hmmm, can't say we agree with you there, M.J. OK, so it's nothing brilliant, but the levels are tough, and for fans of the coin-op this is sterling stuff. I think that we were right.

ACTION STATIONS

Internecine

This is NOT a game... it is a historical tactical simulation. Being 'ported' from the PC format there is no sound at all and the graphics are best described as functional.

The sim is played by game turns, you tell the computer all the details for each ship/flotilla/fleet and it calculates the outcome of the turn. It shows you on a 'battleplot' screen the relative positions of each side. You can fight a friend or the computer (very tough to beat).

Definitely a sim for the hardened naval wargamer fan. naval wargames have always tended to bog down under reams of rules, charts and lists making the reading and sifting of all the details more of the 'game' than the strategy and tactics of the battle being re-enacted.

This sim takes all the frantic 'paperwork' away leaving you to concentrate on the strategy and tactics. Even so with the depth of detail this sim has it can take the computer 2-3 minutes to calculate the turn and 1-2 minutes to update the battleplot.

The only 'graphic' screen is the battleplot screen. This does take time, as previously mentioned, to update and has very basic graphics. It gets very cluttered in large fleet actions and when showing large areas the details can't be made out. It also is very slow to 'zoom' it in or out to 'scroll' it around.

The sim's lastability and playability are its great points. The number of scenarios and options are enormous. If you ever do tire of the built in scenarios you can set up your own 'what if' games and even have a totally random game set up (battleship meets torpedo boat?).

Overall...well if you are a tabletop naval 'gamer you'll like it a lot...If you aren't 'into' wargames you probably won't want to spend £29.95. Try before you buy would be best...if you have a spare 30-40 minutes at the local shop (and if they'll let you).

As a general game a rating of: 35%, as a computer wargame sim: 90%

Dave Shreeve, Norwich

Unfortunately, we don't have any back issues. Fear not, though, as help is at hand. Just send in an SAE and our ever-helpful staff will photocopy the pages you require.

I'M BAD

I'm sick of being the good guy. I WANT TO BE MEAN! Could you tell me a few games which let you be the bad guy for a change? Make my day!

Bruno Meyrick-Jones, Shaftesbury.

Completely agree with you, Bruno. There's nothing better than wacking the smile off some simpering poncy hero-type character. Unfortunately, there aren't that many games which give you the chance. Your best bet is to pick up a wargame which allows you to control both sides in a battle. Just think, you could rebuild the Third Reich and dominate the entire world!

GOING CHEAP

Last week I purchased two top titles. These were *Turrican II* and *Full Contact*. I completed both in under three days.

Full Contact took nine tries before I finished off the Ninja. I did enjoy the game and still play two player games with my friend. *Turrican II* was a better game as this took me a good twenty tries. Maybe when you review games you could add how long it would take the average games player to complete it. Can you recommend any good shoot 'em ups, beat 'em ups or platform games.

Mark Taylor, Crewe.

Some of the best games are now available at cheapo prices. Look out for copies of *Silkworm*, *Rainbow Islands*, *New Zealand Story* and *IK+* for games which take ages to complete.

NEW DIRECTION

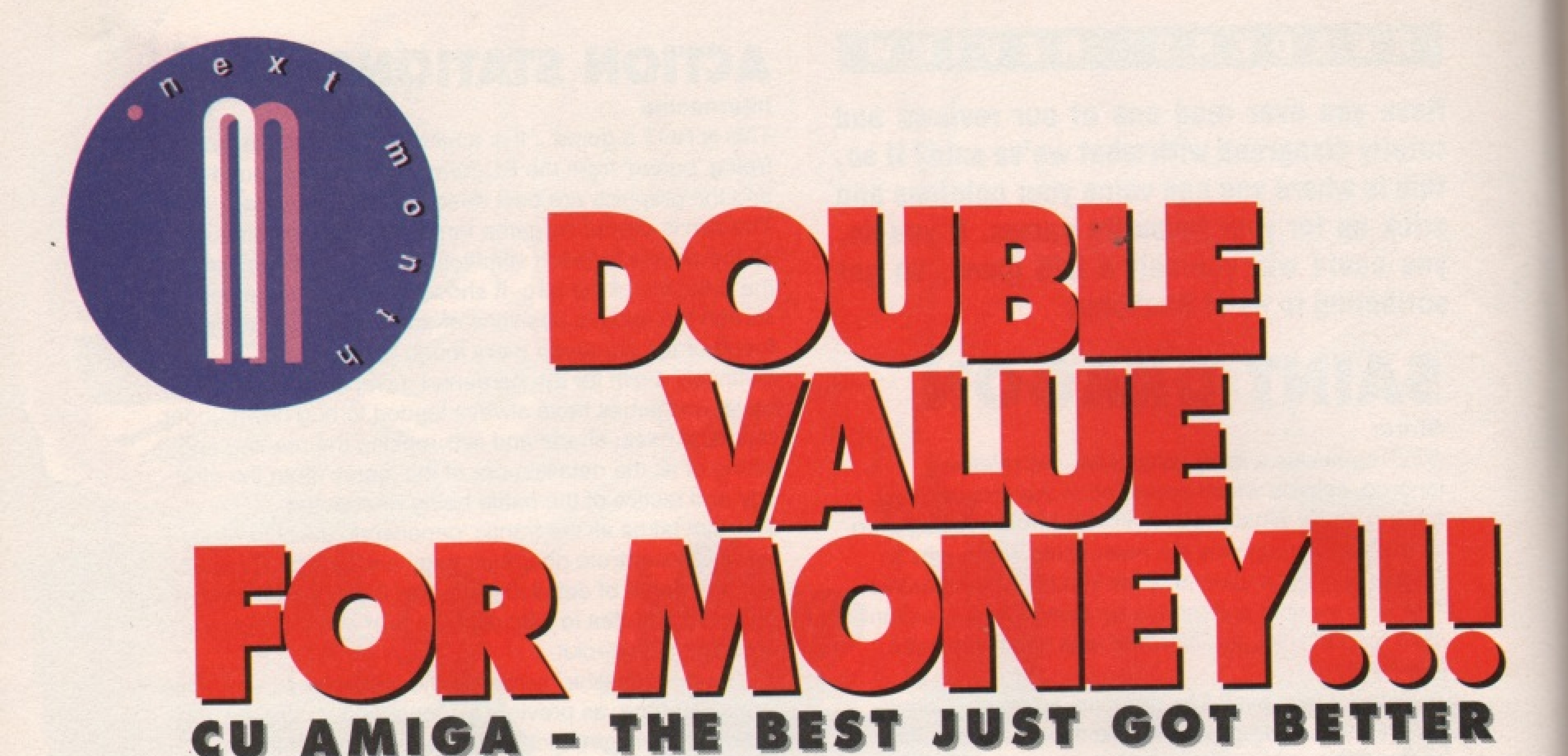
I've been reading CU for a number of years and thinks it's the best games mag out. However, I also use my Amiga for creating graphics and sampling sound. Would it be possible to do regular articles on these areas and possibly programming?

Andy Crowe, York.

Just buy the next 180 page(!) issue of CU for those very things.

SHAKY KANE

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU



CU AMIGA – THE BEST JUST GOT BETTER

We've always brought you the best in Amiga games, and we always will. But from next month's bumper 180 page issue we'll be ADDING to the magazine by bringing you a whole wealth of entertaining articles that tell you exactly how to get the very best from your computer. Double the coverage, double the value, and no extra cost to the reader. We're like two magazines for the price of one.

PARTY TIME

To help celebrate the changes happening to CU we've lined up a double disk of the best in Amiga entertainment, utilities and programs. For starters we've got A WHOLE GAME. Not just any game, mind you. Those lovely people at Mirrorsoft have given us GRAVITY, a smash hit and one of the best sci-fi arcade strategy games ever. Believe us, you ain't seen nothing yet! What's more we've also lined up a playable level of Core's brand new Ikari Warriors-type blaster, Warzone – a game that'll literally blow you away. On top of all that, we've also got lots of brill utilities that'll let you get the most out of your Amiga. Learn how to program, create graphics and sample sounds – we'll help you unleash the power in your Amiga!!



Still in a party mood, we've also commissioned a 24-page supplement which'll tell you all you need to know about the Amiga. Each page will be crammed with useful information, tips and a run down on which software programs get the CU seal of approval.

AND DON'T FORGET! UNLIKE OTHER MAGAZINES WHICH PUT UP THEIR PRICES WHEN THEY INCLUDE AN EXTRA DISK, CU WILL STILL BE ONLY £2.95. BEAT THAT!

WHAT'S NEW?

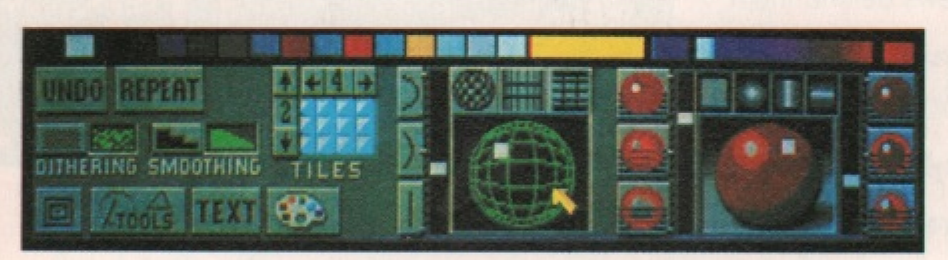
We aim to be the Ultimate Guide to the Ultimate Computer. We're also going to make computing fun. Each month we'll be taking a look at all the new hardware and software packages in an authoritative and comprehensive manner. We'll guide you though each package, tell you how to use it in easy-to-follow guides, in a manner which will be ideal for the beginner and satisfying for the enthusiast.

AMOS

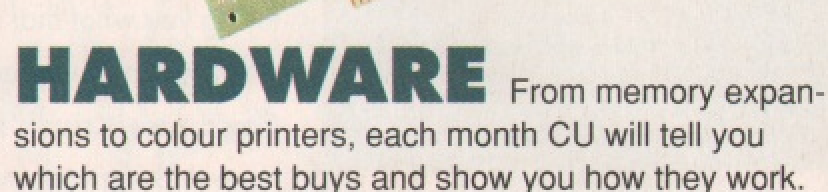
AMOS has quickly established itself as the top programming language for the Amiga. We'll

be showing you how to get the most out of AMOS and keeping you informed of all new developments and updates. Look out for a special feature on AMOS 3D, soon to be whizzing its way into the softshops.

Q&A Got a problem? Then send your queries into our new Technical Editor who's a dab hand at solving anything from printer problems and virus infections to advice on the best memory expansions or DTP packages.



GRAPHICS Each month we'll be taking a look at state-of-the-art graphics on the Amiga. We'll show you exactly what your machine is capable of and feature the work of top graphic artists in a fun section which will tell you everything you need to know.



HARDWARE From memory expansions to colour printers, each month CU will tell you which are the best buys and show you how they work. We'll be sorting out the good from the dross. All of our reviews will make comparisons to similarly priced items, and we'll tell you exactly how useful they are.



SOUND Fancy adding a backing track to the game you've created on AMOS? Or sampling bits of music from top CDs? We'll tell you how it's done.

PD We've already got the best PD section in any mag, but it's just got better. From our next issue we'll also be covering all the best PD utilities – some of which are better than full-price software!

CDTV Set to revolutionise the home computer, Commodore's CDTV will take Amiga owners into the forefront of the computer revolution. Each month we'll show you the latest games, the best software, and keep you up-to-date on just when you can get your hands on the CDTV expansion pack.

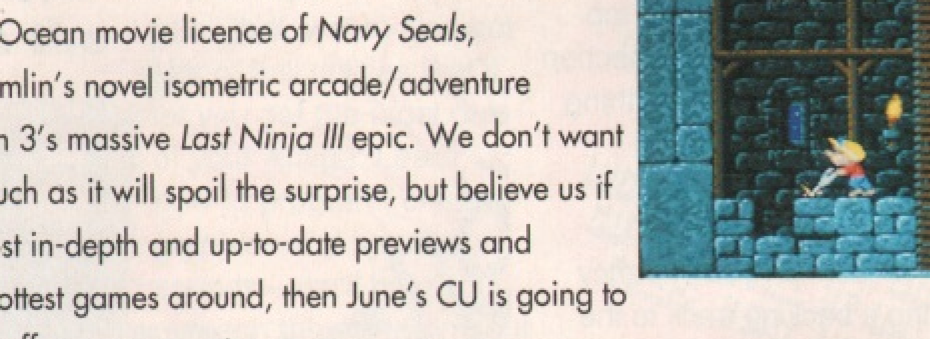
EDUCATION The boom in education software has thrown up an increasing number of education programs. Our new review section will cover all the new releases.

180 PAGES, 2 DISKS, 24 PAGE SUPPLEMENT, ALL FOR £2.95. WHAT MORE CAN WE SAY – BE THERE!

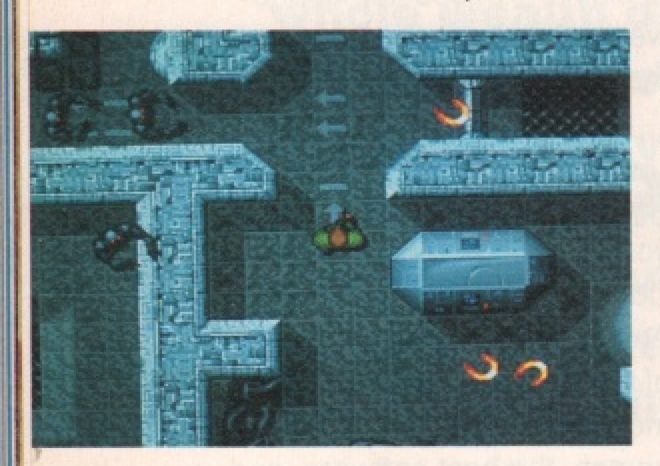


MORE GAME REVIEWS THAN EVER

As promised, next month is going to be the best CU yet, and our games coverage is going to be bringing you news and reviews on all of the hottest games around. And if that isn't enough, Steve Merrett will be taking a look at what must rate as two of the the biggest games of the year, and bringing you all the info and news behind them. What are they? You'll just have to stay tuned... Also, Dan's been out and about, too, and he's got all the low-down on a sure-fire hit but, you've guessed it, we're not telling you what that is either!



What's more, already in for review are Domark's *Skull And Crossbones*, Krisalis's *Squash*, and loads more. We also hope to bring you reviews on (deep breath) U.S. Gold and Delphine's *Cruise For A Corpse*, Ocean movie licence of *Navy Seals*, Millenium's odd but fun *Tentacle*, Gremlin's novel isometric arcade/adventure *Heroquest*, and a full review of System 3's massive *Last Ninja III* epic. We don't want to tell you too much as it will spoil the surprise, but believe us if you want the most in-depth and up-to-date previews and reviews on the hottest games around, then June's CU is going to blow your socks off.



A TIP OFF THE OLD BLOCK...

Metal Mutha, Mark Patterson, teams up with some of the country's leading development team to bring you the definitive guides to all your favourite games. Next month, *Gods, Bard's Tale III*, and more are taken apart mercilessly until he cracks their innermost secrets.



TOP SECRET

Obviously with such a hot issue due to hit the stands, we're being extremely cagey in what we tell you. Needless to say, the June issue is going to be a landmark in games coverage, and if you don't reckon we can live up to these wild promises, then check out the next issue. CU there...

NEXT ISSUE OUT ON THE 26th MAY


CHUCK ROCK
CHUCKS CAVE
Chuck Rock's peaceful existence has been shattered by the kidnapping of his beautiful wife Ophelia by the evil Gary Gritter.
In his quest to find her, Chuck kicks and belly butts his way through over 500 screens played over 25 comical zones of exciting and addictive gameplay.
AVAILABLE ON ATARI ST AND COMMODORE AMIGA - £24.99
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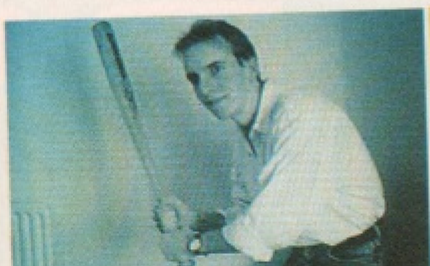


The game is viewed from two angles. The fielding scenes are viewed from afar, whilst the batting sequences are seen from directly behind the batter's mound.



RBI BAS

The New York Yankees, The Jets, The Redsox, The Putney Pounders – well three out of four ain't bad! Steve 'S-t-riiiiike' Merrett takes a look at what Domark are pitching as the ultimate Baseball sim.

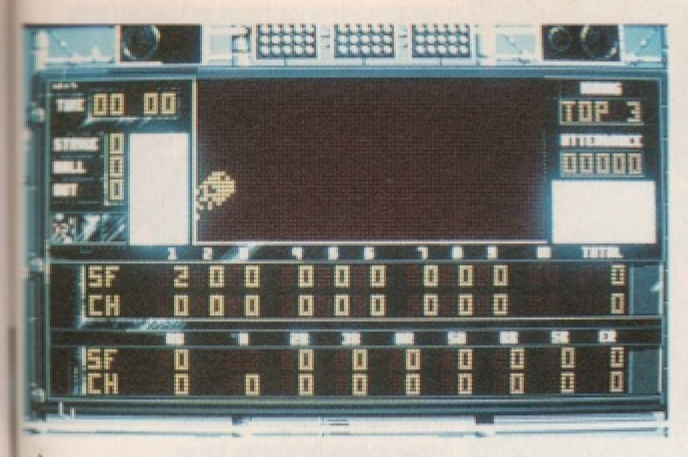


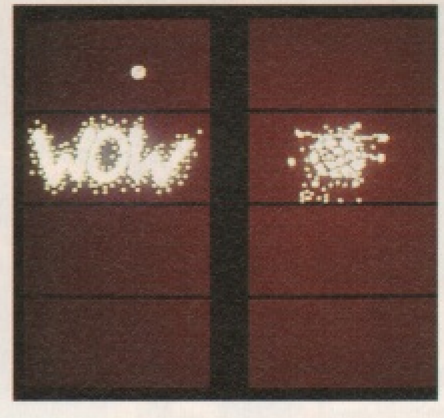


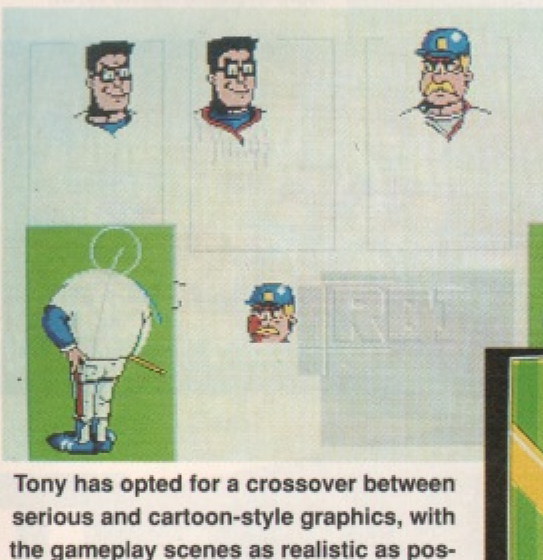
To achieve perfect animation and proportion, a player is digitised whilst going through the motions of pitching or batting (shown here is graphics man, Tony West), and their bodies are broken down into a series of dots. These detail the moving parts of the body, and are joined up into a rudimentary skeleton, which are then filled with the correct musculature.

RUSSIAN AROUND Second only to the fanatical following of American Football in terms of pomp, enthusiasm and razzamataz, Baseball has started to build up a growing interest here in 'Blighty. Channel Four recently started to show key games from the American leagues, and now Domark are preparing to unleash what they believe will be the ultimate Baseball simulation. *RBI 2* was released in coin-op form in the good old U.S. of A a year ago, but, sadly, never reached these shores other than in a graphically inferior NES version. As with most of Domark's major titles, the conversion is in the hands of their Addlestone-based development house, The Kremlin, and, in particular, Paul Margrave and Tony West. This dynamic duo have worked together on *Cyberball*, *Licence To Kill*, and *The Spy Who Loved Me*, and started wrestling with *RBI 2* shortly after Christmas. They are aiming to appeal to both the novice and avid follower, and thus the game incorporates statistics regarding the skills of every player currently in the two American leagues. These attributes detail their throwing and batting skills, along with other relevant aspects, such as whether they are left or right-handed. Using these a balanced team can be built up using one of the twenty-six on offer, although these options can be bypassed and the game entered almost immediately.

RUN VT. The actual game is viewed from two angles: from behind the batter, and a bird's-eye view of the entire field. For the view behind the batter - arguably the most important section of the whole game – Tony has gone





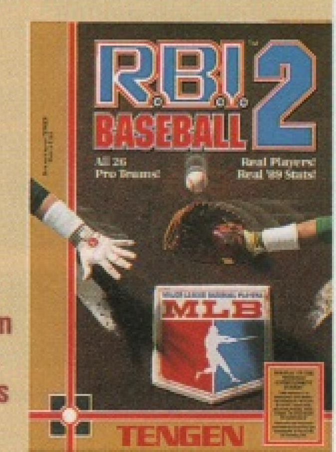


Above: The scoreboard has been animated to make it as flash and 'American' as possible. To save time, Tony drew the display first, and then broke it up into more realistic smaller pixels.

Tony has opted for a crossover between serious and cartoon-style graphics, with the gameplay scenes as realistic as possible, whilst the option screens and the like have been drawn using cartoon characters similar to those of the coaches in the film, Major League.

ORIGINS

As a rule, Nintendo games are famed for their playability rather than their graphical finesse, and the object with *RBI 2* was to strike a happy medium between the console version's addictivity and the detailed and realistic graphics and sound associated with the Cinemaware series. Thus, whilst making notes of specific gameplay details and features from the NES version, for the game's visual style they referred to the Neo Geo and Sega versions of the sport, along with the Charlie Sheen/Tom Berenger movie, Major League. The humour of the latter appealed to the team immensely, and the presentation screens are rife with beefy, argumentative trainers and cocky players, all of whom are based on main characters from the film. In addition, in a nod to the aforementioned Cinemaware titles, as the intro is rolling a commentator dressed in typically loud checked trousers and kipper tie introduces the proceedings.



SEBALL 2

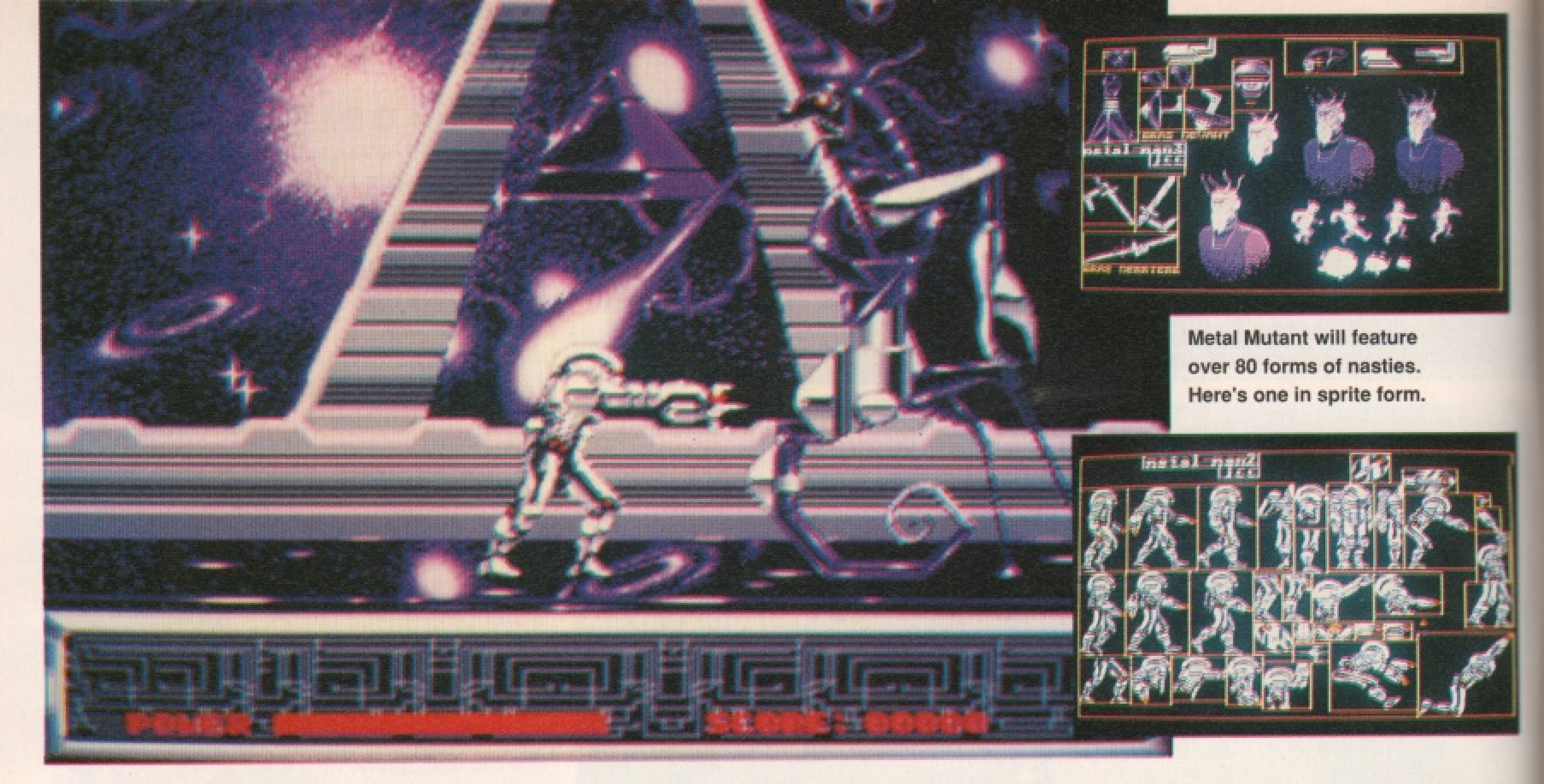
to terrific lengths to ensure that the animation of both the pitcher and batter is as accurate as possible. Thus, armed with an Apple Mac, a real-time digitising unit and good old *DPaint III*, he set to work. Again using Major League for reference, he digitised Messrs Sheen and Berenger, along with would-be players at The Kremlin, as they went through the motions of batting.

By 'snatching' the images on the Mac, he then converts them over to the Amiga and marks the moving parts of the body with a dot. These are then copied over to the Amiga where they are linked together into a wire frame skeleton and the further frames added. Once put together, the skeleton reproduces the exact movement of the digitised batter, and ensures that proper proportioning is always maintained. After this, the body's musculature is added, followed by the necessary shading.

However, the only problem they have encountered so far is that no-one at The Kremlin can pitch very well, so they are currently converting the actions of pro bowlers using the same technique and a handy video recorder! Similarly, despite measuring a relatively paltry 16X16 pixels, there's been no skipping on the animation of the fielders either. These cute clusters have all been given individual personalities, and whilst they can perform the usual running, jumping, and diving catches of the real thing, they also throw down their caps in disgust when they drop a catch, spit all over the place between runs, and dust themselves down after a dive.

YOU'RE OUT! Paul is developing the code on an ST running DevPac (which the rest of the guys are trying to wean him off!), and he is constantly liasing with the 8-bit programmers so that every detail of the gameplay is covered. So far, the main bulk of the code is complete, with the batter completely under the player's control, and the wireframe pitcher able to perform three styles of shot and combinations of style. There are a few refinements to be made with the fielders and incorporating their individual animations, but we should, fingers crossed, bring you a full review next month.





Metal Mutant will feature over 80 forms of nasties. Here's one in sprite form.

METAL MUTANT



An early screen from the space level of Silmarils metallic arcade game.

And now for a game where the player takes charge of a large can of soup... Steve 'Mutant man' James reports

Silmarils are guilty of knocking back the Cointreau – or so the verdict might seem judging by the plot to the French-based publishers forthcoming *Metal Mutant*. . . . The cyborgs have put the humans into bondage, as 'spaced out people, free to take lots of drugs and indulge in particularly bizarre and contorted sex', oblivious to the fact that their robots are forming a Reich.

The kinky sex, alas, is off-screen, but not the aggro. The last brave human, has been nominated the task of saving his compatriots. His most vitally intelligent (?) organ, the brain, has been whisked out of his body and placed into the shell of a large, fighting robot – he alone must thwart the oppressors (not so intelligent, that). And if any can can it's the mutant metale. . . .

HUMOUR Silmarils like to add humour to games. This and the fact that they use student panels to keep in touch and you needn't be surprised if *Metal Mutant* is laced with gallic fun. There'll be lots of playful things to do: computers which you can mess around on, changing the colour of the backgrounds or instantly getting drunk. . . And then there's the large can of soup, which the mutant turns into on a conveyor belt in the factory level. Out it pops and is chased by an oversize Swiss army knife.

And just as Heinz soup comes in 57 varieties, so does the transformer-style mutant – well 20 to be exact. There'll be that many styles for your quick change artist to adopt as it encounters puzzle after puzzle. For instance, come across killer bees that hover on the shores of a lake of molten magma and you'll need to first change into a dragon and fry the insects, and then turn into something altogether more fleetfooted and jump over the magma. Each time a nasty is encountered there'll be an onscreen 'print out' that gives hints – but not solutions – as how best to tackle the dilemma.

And there you have it. The odd Robocop-style hoverboard or Batrope aside, an Einstein's worth of neat ideas seem set to go into Metal Mutant (the synchronised actions of the mutant's doppelganger, the end-of-level guardian with the whip. . .). Whether or not the gameplay will be as inventive can only be determined by a play test, and we'll be doing exactly that next month.

THE STATISTICS

Metal mutant will be a five level arcade adventure with a strong puzzle element. There'll be 130 plus screens, 20 weapons and play styles for the main character, and 80 enemies to fight to the death. Level one will take place in a garish green swamp; level two in a futuristic city; three, a factory; four in outer space; and level five set among five Cheops-style pyramids.



No PC Graphics Here.

As everybody knows, many Amiga games aren't really Amiga games at all. They're PC games in disguise. But now Accolade introduces three awesome games that definitely are "Made in Amiga." That means enhanced 32-color Amiga graphics. Great Amiga sounds. Hot Amiga music. And dazzling Amiga animation. If you're looking for 100% pure Amiga adventure, Accolade has three graphic examples.

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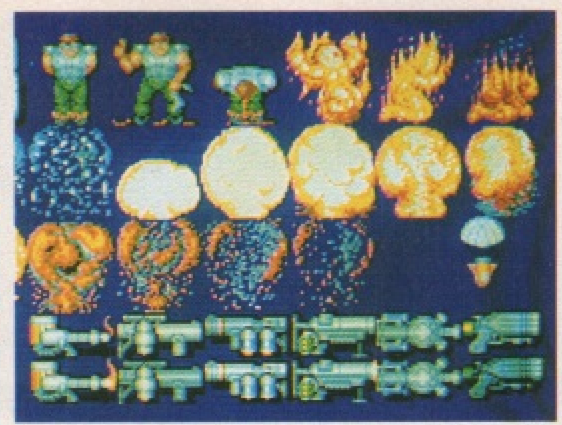
The look and feel of a Graphic Adventure with the depth of an FRP. Totally icon driven. Over 100 hours of frighteningly realistic gameplay. Help Elvira solve the terrible secret of her 800-location castle.

As the skinny but heroic Les Manley, your task is to find the greatest, most elusive entertainer of all time, win a million dollars -- and the affection of your boss's secretary who doesn't know you exist.

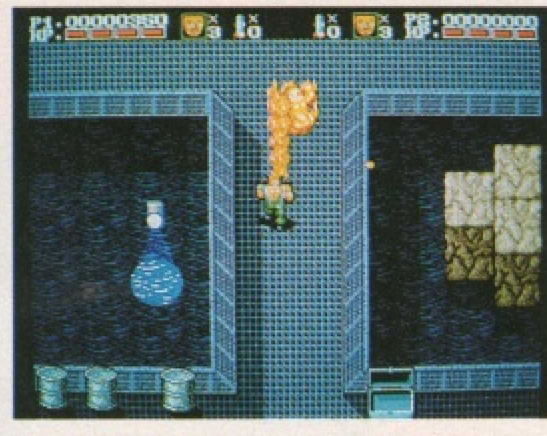
One minute you're watching TV, the next you're sucked into a parallel universe of gorgeous artwork and clever animation. Your quest? Save this remarkable world from destruction.

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The display area will be a whopping 40 columns by 31, covering almost the entire screen.



Each sprite is 16x16. That's not very large, but a great improvement over similar games.



The team have previously worked on PC versions of *Rick Dangerous, Dynamite Dux, Monty Python* and, sad but true, a *Saint and Greavsie* trivia game.

THIRTY SOMETHING

Each level will be 30 screens long and the player's speed will be affected by the different types of terrain in the game, ranging from swampland and raging rivers to rocky mountains and the decks of an aircraft carrier. Most of the enemy sprites will be cannon fodder, needing only a couple of hits to wipe them out, but many will have a fairly developed 'artificial intelligence'. Some will back off when approached, some will run straight at you, while others will use the cover of buildings and shrubbery to sneak about and take pot shots.

WARZONE

Gun-toting mercenaries and kill-crazy terrorists abound in Core Designs latest arcade blaster. Dan Slingsby signed up for a tour of duty.

On the face of it, Core's latest game, *Warzone*, doesn't offer the punter anything particularly new. The all-too-familiar gameplay involves fighting your way up a vertically-scrolling screen collecting weapons, freeing POWs, blowing up enemy installations and eventually destroying the enemy's operations base. As such, it's a game in the same mould as *Ikari Warriors, Commando, Mercs* and countless other Ramboesque shoot 'em ups.

Core, however, are adamant they can do it better than most. 'It's a cliché-ridden genre, admittedly, but it's never been done very well,' explains programming supremo, John Kirkland. 'Most games have been exceptionally uninspired, with tiny sprites, predictable attack waves, poor graphics, small display areas, few power-ups, and garish colours,' adds graphics maestro, Terry Lloyd.

TWO UP Set over eight levels, *Warzone* will feature a one or two player option and 32 colours in all. Running at 25 frames a second, the game will also use an extended display area that'll fill almost the entire screen and sport some particularly large multi-sprite end-of-level guardians. These will take the form of huge tanks, jeeps or helicopters.

Some of the in-game effects look and sound highly promising. By picking up a flamethrower it will be possible to fry your opponents and then watch them wriggle about in their fiery death-throes. The sound effects, too, have obviously been born of a thoroughly sick and depraved mind as they include a marvellous squelching thud as bullets tear through each opponent's body.

Work began on the game last December and all that remains to be done is the tweaking of the gameplay, animating parts of the backdrops, and setting up some of the attack waves. After that it'll be handed over to playtesters so that the difficulty level can be set at the right level.

We'll have a full review of *Warzone* next issue, plus a playable level of what should be the best shoot 'em up of its type. Look out for it.

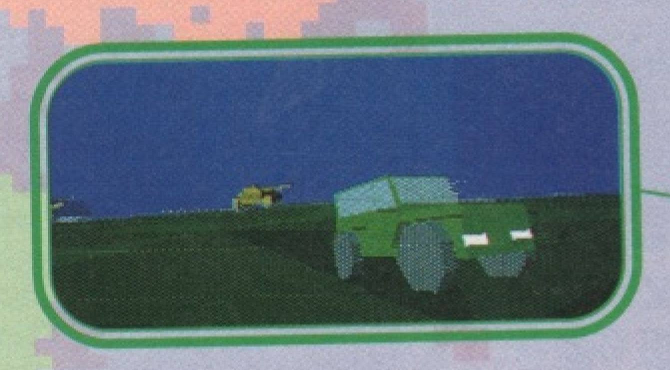


FLAMES O



Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.

Dogfight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.



Night time sequences afford excellent cover for secret movement and actions, illuminated by the glare of your jeep's headlights.



The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of 'submarine' in which to achieve it.



Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.



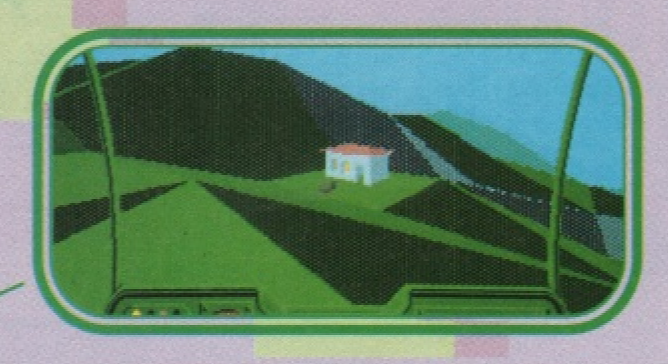
Screen shots shown are taken from the Atari ST versions. Actual sceens may vary by format

TOTAL FREEDOM- FROM RAIN

(1,000 miles long X 1,000 miles wide X 15,000 feet high.) + (4,000 characters X 22 modes

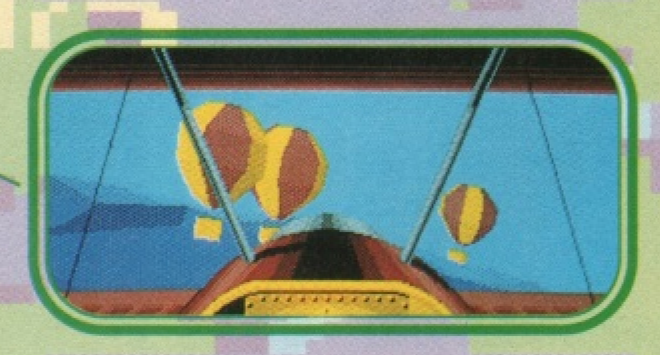
F FREEDOM

A three dimensional environment packed with action, adventure and strategy. Entering it is easy......breaking free is what's hard !

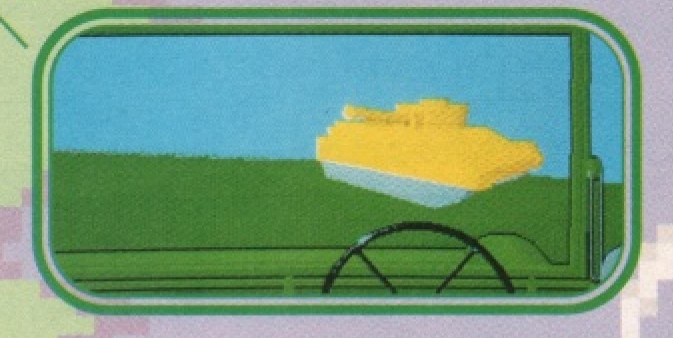


A million square miles of accurately mapped 3-D terrain, generated by fractal techniques, and fully light sourced throughout, provides a playing arena far superior to even its predecessor, Midwinter I.

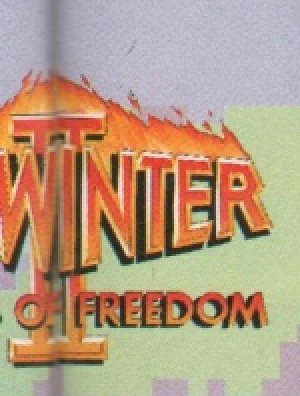


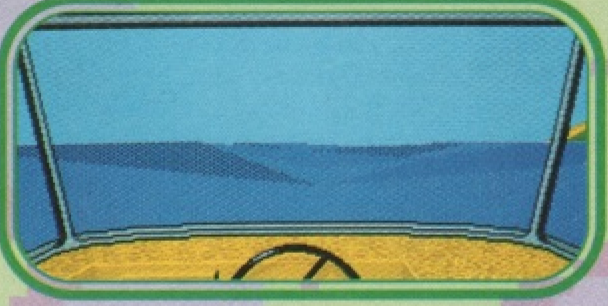


Fly the skies above the forty-one islands by helicopter, zeppelin, parachute, rocket pack, or, as seen here, biplane and balloon, all offering superb views of the land and of the other aircraft.



The enemy have a vast array for firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.





The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.

Flames of Freedom will be available shortly for your Commodore Amiga, Atari ST and IBM PC compatibles.

INBIRD MASTERS OF STRATEGY

es of transprt X 1,000s of buildings) = 3,000,000 cubic miles of Action, Adventure and Strategy.

THE CU COLLECTION

ON YOUR DISK

Seven stages of all-action adventures which makes the Dirty Dozen look like Andy Pandy and Friends. With sub-games featuring a number of varied styles, Army Moves is a massive challenge and certainly not one for the faint-hearted...



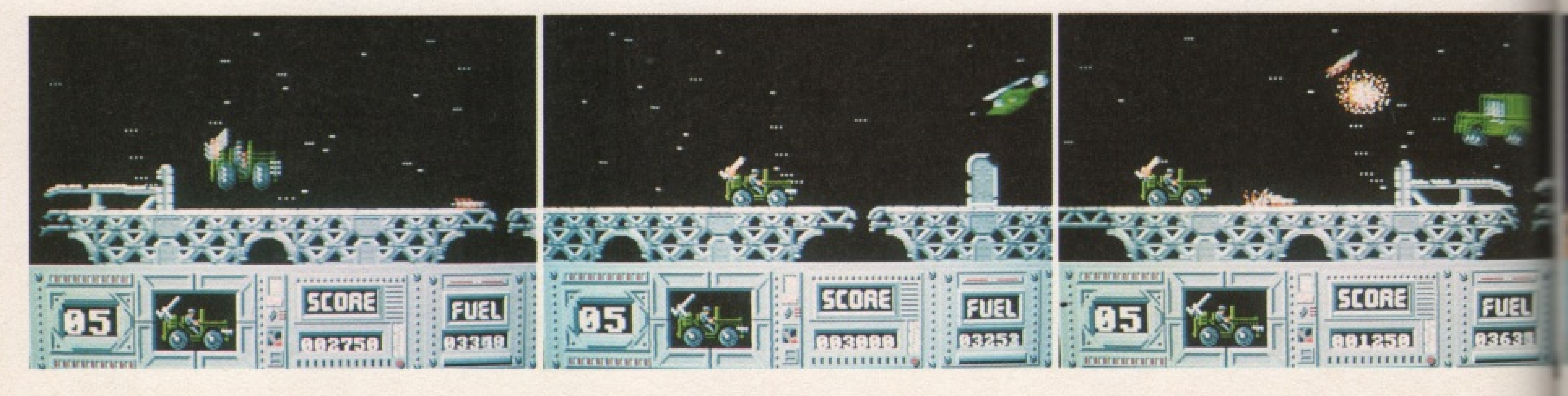
JEEP-ERS!

Army Moves is a significant game in so much that it first bought Spanish development house, Dinamic, to our screens. The first of a series of Moves games (which was followed up with *Navy Moves*, and the 8-bit only, *Army Moves II*), the game is a seven-stage slaughterothon, with the player out to kill anything or anyone who gets in the way. As a member of the elite force of the title, the player has been sent on solo do or die mission to remove an evil dictator from power, and thus free the populace from his tyrannical oppression.

The game opens with the player guiding a fully-armed jeep over a pitted and battle-scarred suspension bridge. This stage, as with all the others in the game, is set over a horizontally-scrolling area, and the enemy attack waves appear in the shape of missile-spewing helicopters, jeeps and jets. Using the joystick's directional controls to accelerate and slow down the jeep and to jump over the bridge's perilous potholes. In addition, the firebutton launches a cluster or jeep-to-air missiles to clear the skies and also activates a lower set of explosives which can be used to take out the oncoming jeeps.

EVER ONWARDS...

As each level is cleared, the graphics and gameplay ideas change a little and the control method is adapted to incorporate new weaponry or facilities -



Yes, Sirree! CU once again presents yet another complete game - the multi-stage blast' em and avoid' em romp, *Army Moves*. Spanning seven massive stages and comprising a number of varied gameplay styles, we are proud to present it to you, absolutely free!

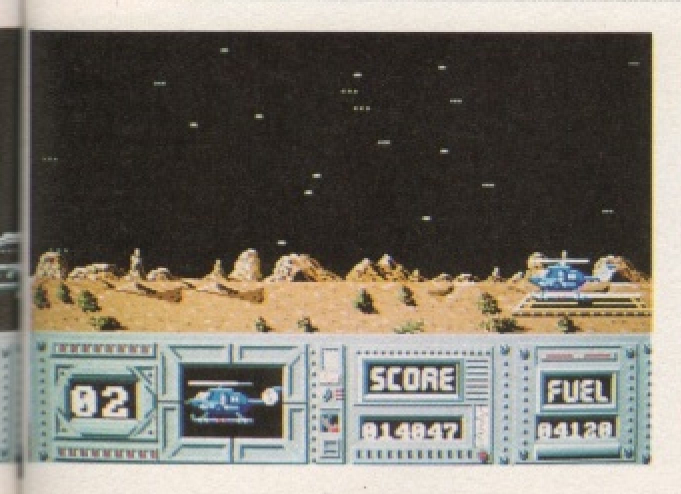




for instance, during the helicopter scene, the full range of directional controls are used and the fire button and spacebar to launch its new armaments. Later stages add further game styles to the overall mission, and as you battle through to where the evil Dictator is hidden, you will pass through massive shoot' em up stages, *Moon Buggy*-style platform exercises, and an impressive arcade/adventure sequence when you finally enter the Dictator's sprawling base. Similarly, as you progress through each of these levels, the enemy sprites get considerably weirder, and range from the relatively normal tanks and planes to vicious suicidal parrots who launch themselves at you whenever you get too close! Everything can be killed with a shot from whatever weaponry you are currently holding, providing they don't avoid it!

LOADING AND GETTING GOING...

Just stick the *Army Moves* disk into your drive and the game will auto-boot. Now, just plug a joystick into port 2, press fire, and you're away!



(Left) From the battle-scarred bridge with its many potholes, the lone soldier eventually battles through a helicopter-based blaster and into the Dictator's base.

WOBBLY JUBBLY

Also attatched to the cover, you may have noticed the funny T-shaped thing which won't fit into your disk drive. Named a wobbler for obvious reasons, the Core Design/CU 'Wobbler' celebrates the release of Core's Screenstar-Awarded *Chuck Rock*. The height of technology, the Wobbler can be affixed to tables, monitors, and virtually any vertical surface, and protudes, doing what it does best - ie. wobble a lot. In addition, it can also be thrown across the room in a fit of pique, and this is known as 'throwing a wobbler'. Alternatively, buy another issue for a second wobbler and glue the two to your forehead for a rather spiffy pair of Deelyboppers - guaranteed to impress the chicks, methinks. And if that doesn't appeal to you, then simply look at it in wonderment...





Four levels of difficulty will help you to learn quickly - and optional autopilot landings will allow you to concentrate on airborne action. The controls are simple, effective, and easy to remember. It is a great flight sim for beginners and experts alike.



Fly missions in any of six real world arenas from the Persian Gulf to Vietnam, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying area of nearly half a million square miles. Each area contains hundreds of missions and each mission will differ depending on your chosen tactics, even if you fly it twice!

IBM PC & Amiga screen shots



An amazing ten viewpoints give you the opportunity to view the fast flowing 3-D environment from virtually anywhere around your plane - and a unique "Director" option can be used to automatically change the view for you, so that you're always looking right at the centre of the action.



The newest smart weaponry and laser-guided armaments are primed for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the constant enemy attack being thrown at you.



Enemy pilots and missile crews act and react intelligently and quickly. Success depends on making the right moves - and making them fast. F15 Strike Eagle II puts you in the hottest seat of them all - Take a look for yourself.

F15 STRIKE EAG[...] II

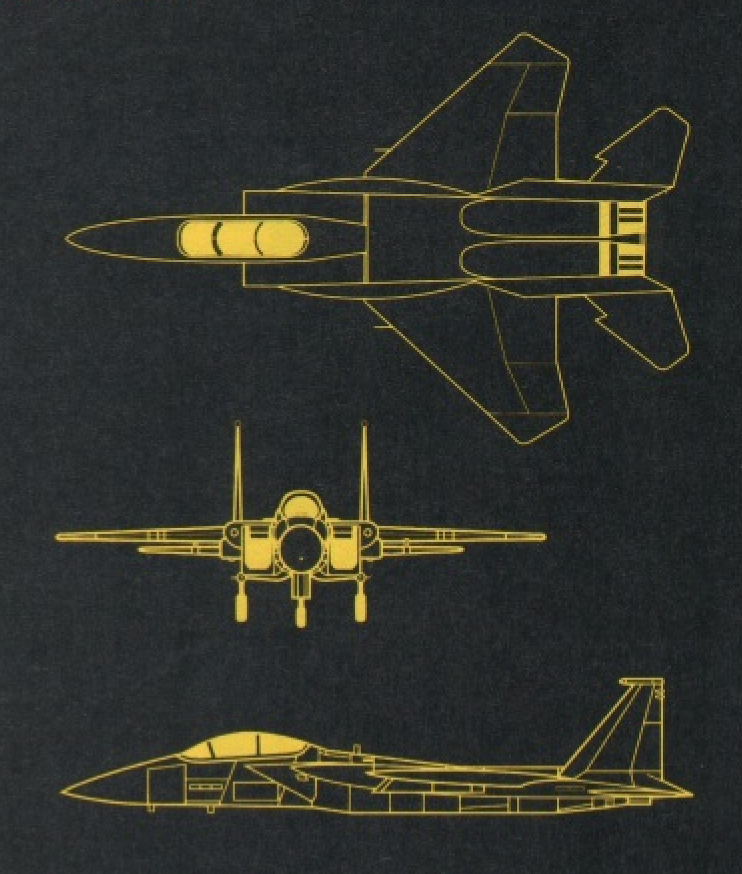
F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and g

AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F15 Strike Eagle is one of the fastest, most manoeuvrable, and most powerful military aircraft in the world. It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to its 20mm cannon.

The latest version of the Strike Eagle is equipped with a sophisticated zoom FLIR/TV/Laser target tracking system that allows the pilot to see close up views (either TV or thermal) of the target at all times.





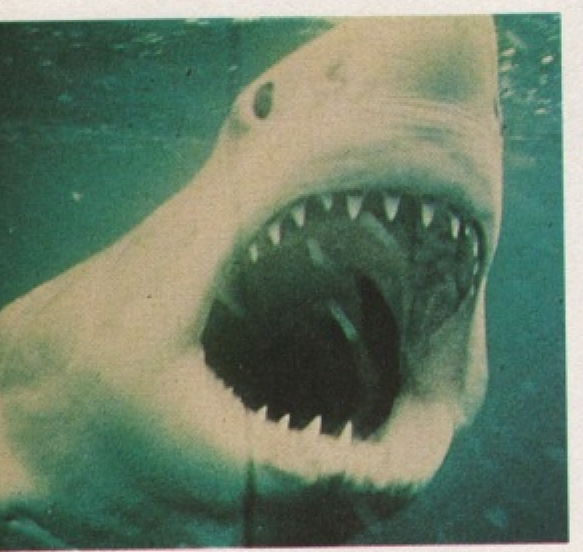
greatest from MicroProse will soon be available for Commodore Amiga and Atari ST.

FIRST IMPRESSIONS

More of the most up-to-date previews of any mag, as CU looks into its crystal ball...



THUNDERJAWS



Armed with a series of harpoons, the two heroes begin their trek through the scrolling level.

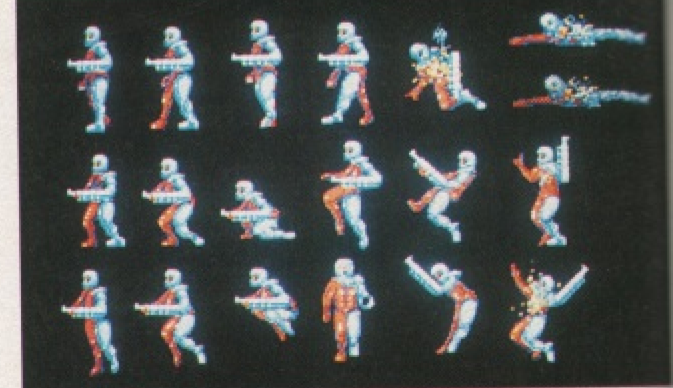
Underwater coin-op capers from Domark.

GAMEPLAY: The sequel to *Rolling Thunder*, *Thunderjaws* is a multi-stage shoot 'em up which comprises two different styles of gameplay. The first takes the form of a shoot' em up section under the sea with cybernetic sharks and enemy divers out to get you. Following this, you enter an undersea base where the female population is being turned into reptilian adversaries. This section is extremely similar to the aforementioned *Rolling Thunder*, with plenty to jump over and shoot at. In all, there are some nine stages, and awaiting you at the end of these is the evil woman responsible for the mutations.

PLUS POINTS: The gameplay offers a large and varied challenge, and the way the story unfolds as the players progress is a nice touch. The enemy sprites are big and bold, with sharks attempting to bite the players, and divers unleashing harpoons and explosives.

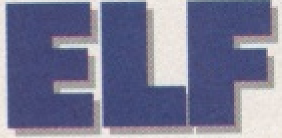
BEHIND THE SCENES: *Thunderjaws* is in the hands of Neil Harding and Lloyd Baker who are handling the programming and graphics respectively. The original coin-op is a real money grabber with the weaponry running out just as things get hot (to entice more money out of you!), and Neil has replaced this system by ensuring that whatever weapons you will need in the tricky bits will be available – a nice touch, that doesn't make it too easy, either.

FIRST IMPRESSIONS: The original coin-op features nice, big sprites and meaty sound effects, and Domark are trying to cram as much as they can in this version. The sprites have been made slightly smaller due to memory needs, but everything from the coin-op has been retained. In addition, the basic gameplay seems to be pretty much identical, so fans of the coin-op should be chuffed.



Despite a slight reduction in size, *Thunderjaws*' sprites are identical to those of the coin-op.

ELF



Ocean's game is **Elf-explanatory...**

GAMEPLAY: In a scenario recounted in countless love stories and computer games, *Elf*s cute hero, Cornelius, is on a mission to rescue his kidnapped girlfriend. However, before he can reach her, he must traverse six levels made up of over 100 burst-scrolled screens, These screens are inhabited by hundreds of cute adversaries and puzzles, which must be avoided and solved respectively. To aid the little hero, though, each level contains a number of shops which allow Cornelius to trade in any collected objects for weapons to deter potential assailants.

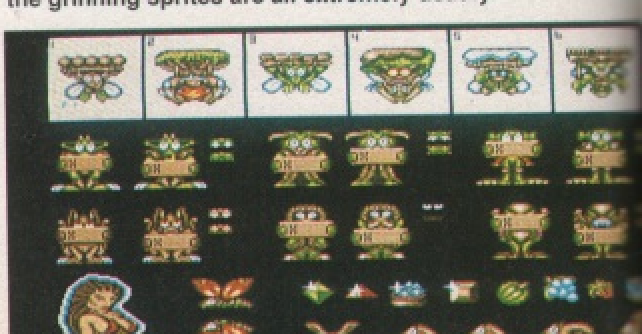
PLUS POINTS: Graphically, *Elf* is extremely attractive. The sprites are cute and well defined, and the backdrops are of a similarly high standard and each screen is teeming with all manner of things to kill and collect. Similarly, the task offered is a long one, and the puzzles should ensure variety.

BEHIND THE SCENES: *Elf* is the first game to appear from Nirvana Systems, who consist of Paul Oglesby and Damian Slee. They started the game in February last year and *Elf* is now roughly 80% complete with the key parts up and running and a few sprites and routines to add. Ocean will be releasing the game in March.

FIRST IMPRESSIONS: From what we've seen *Elf* looks like a playable little romp which, whilst not boasting anything radically new or innovative, seems to deliver in terms of gameplay. I have my reservations regarding the effectiveness of the burst scrolling but this is a technical limitation and not a complaint about the actual game.



Cute sprites are the order of the day in *Elf*, but the grinning sprites are all extremely deadly.



ALIEN BREED

As the game opens, a 2001-style intro sets the scene for things to come...



Gauntlet meets *Paradroid* in Team 17's massive 1MEG blaster.

GAMEPLAY: An important space station has fallen under alien control, and must be cleared before it can be used again. The station is made up of eight massive decks, and before each deck is cleared, a specific task must be completed. However, the game's four characters only possess a limited amount of energy and weaponry, and the depletion of the former means a premature ending of your task.

PLUS POINTS: Team 17 have somehow managed to use the full 32-colour palette in the game's backdrops and the effect is extremely impressive. In addition, the alien sprites are varied and the sheer size of the task and its many sub-plots keep the game interesting. Likewise, there are a number of deck computers to log on to, and these enable the player to add extra weapons and features to their armoury.

BEHIND THE SCENES: *Alien Breed* is Team 17's second and most ambitious game yet. The Swedish programmers have been working on the game since last August, and they haven't had any major problems. A jigsaw-style map editor is used to piece the sprawling levels together, and the memory saved by this system allowed them the space to add the 32-colours for the backdrops – which are among the most detailed we have seen.

FIRST IMPRESSIONS: Whilst *Alien Breed* is a technically awesome game, the gameplay itself is a little weak and is nothing we haven't seen before. The addition of the computers for extra weapons is similar to both *Paradroid* and *Alien Syndrome*, whilst the basic action is akin to *Gauntlet* and its many variants. However, that said, the action is fast-paced and Team 17 say that there is still a lot to cram in before its release in August.



Each play area spans a massive 200+ scrolling screens.

P.P. HAMMER AND HIS PNEUMATIC WEAPON

An everyday story of a man and his road tool from Demonware.

GAMEPLAY: Looking like a cross between *Rick Dangerous* and that age-old favourite, *Space Panic*, *PPHAHPW* is a five stage platform affair, with the eponymous hero out to clear five levels of treasure and nasties. P.P. is a baseball cap-wearing guy who has heard of the untold riches to be found in a series of mysterious castles. Arming himself with his trusty pneumatic drill, he enters the castles and prepares to find his fortune. However, the ghosts, knights and assorted demons who live in each of the 600+ screens worth of building have got other plans and chase the little guy in an attempt to kill him. Luckily, though, the drill can be used to create ghosts-trapping holes for the ghosts to fall into and, if P.P.'s timing is perfect, another brick will appear, killing the trapped spectre.

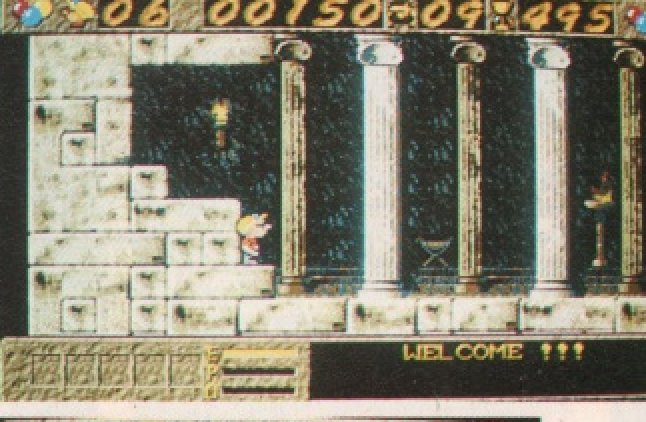
PLUS POINTS: *PPHAHPW*'s gameplay is based on a tried and trusted style, but updates it in such a way that it doesn't seem dated. Each of the castles is a massive building, with plenty of secret rooms and bonus stages, and P.P.'s drill also allows him to burrow into previously inaccessible areas.

BEHIND THE SCENES: *P.P.* is the creation of Demonware's in-house team, and has been in development for roughly six months. It's also planned to feature a Snap tune which, apparently, will be a massive P-take of a certain MC Hammer! Work is roughly 70% complete, and we hope to review the full game next issue.

FIRST IMPRESSIONS: Despite looking like an old 8-bit title, *PPHAHPW* is an addictive little number, with its difficulty set at the perfect level, and a nice line in cute touches and ideas. Finally, should the six stages not prove challenge enough for you, then the game will also sport a rather nifty construction kit – rounding off what seems to be one of the more addictive platform games to appear of late.



Rick D meets *Space Panic*, as P.P. gets his drill out and digs in.





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SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

AMIGA SPEC Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga spec will be tailored to the review. Some of the ratings are objective – eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

SOUND Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

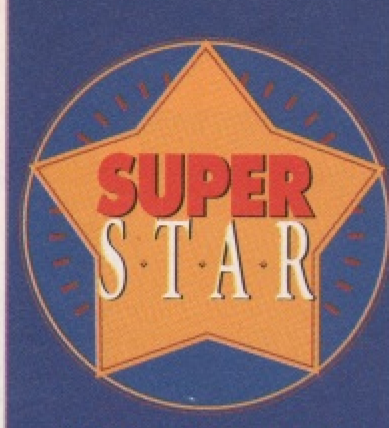
OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with a lot of room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Must not be missed.

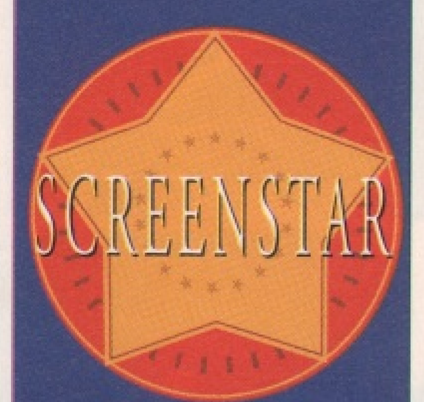
AMIGA SPEC

MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	67
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	SOME
FRACTALS SYNTHESISED	
SOUND + COIN-OP SAMPLES	





Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.



The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

FILM FAVES

DAN SLINGSBY: Deputy Dan's fave raves include Dark Star, The Blues Brothers, The Apartment, Robocop and The Sleeper. He's a cool cat is our Dan (well, so he tells us).

MARK PATTERSON: Mark's tastes include The Blues Brothers, Bad Taste, Highlander, The Star Wars trilogy, and big Arnold trashing everybody in The Terminator.

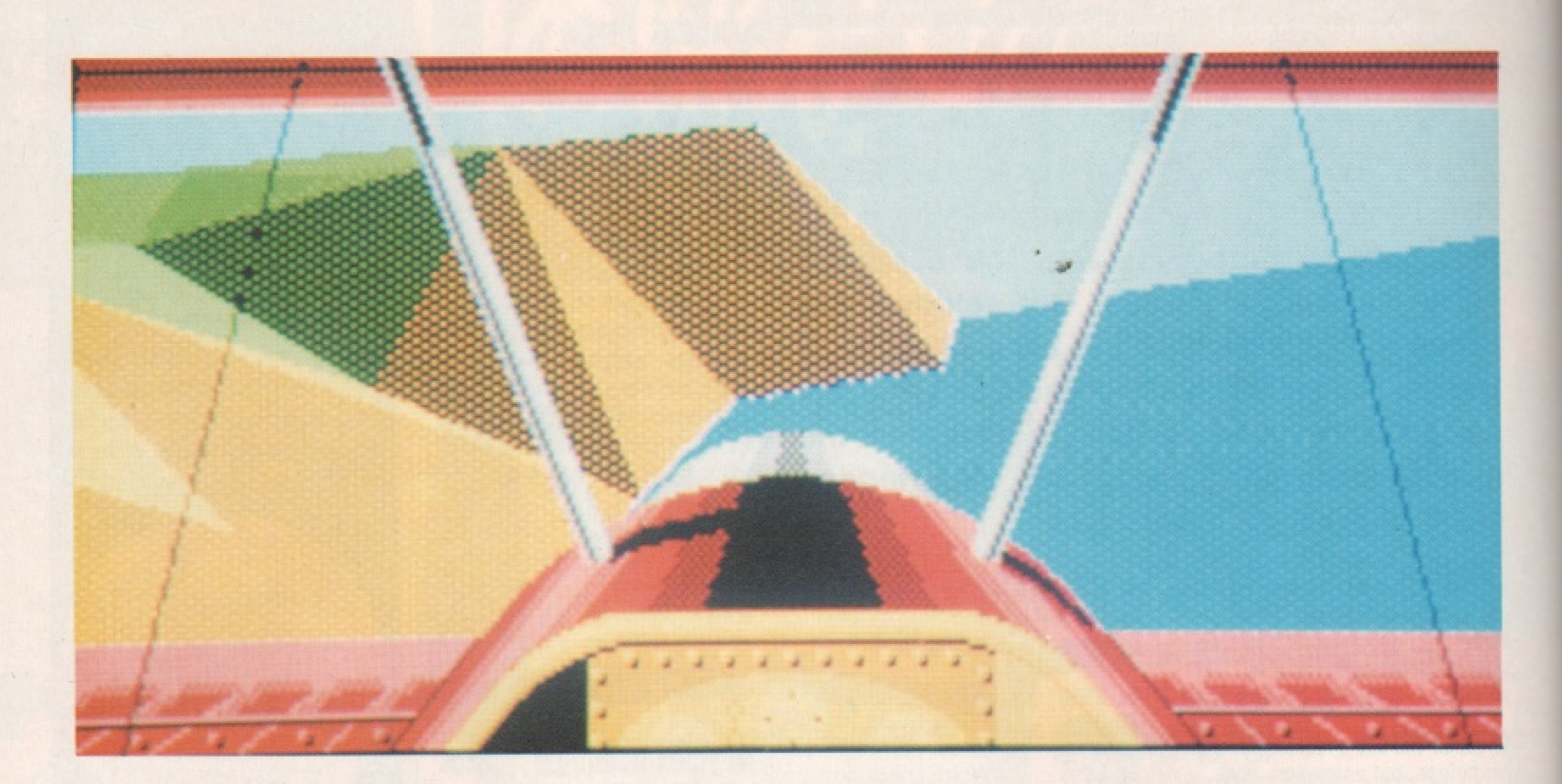
STEVE MERRETT: A real piece of bad work, this'un. He likes nothing more than horror and splatter opuses by the likes of Romero, Fulci, and Argento, and his faves include Zombie Flesheaters, Day Of The Dead, and Nekromantik.

ANDY BESWICK: Arty-farty Andy is a big cinema fan, and his favourite films are The Dead Poets Society, The Doors, Highlander, Lynch's weird Eraserhead and Blue Velvet, and the utterly boring Green Card - preeeetentiiiious!

FIONA KEATING: Our Fiona - always one to take these lists seriously - opted for South Pacific, Wild Women Of Wonga, Damn Yankees, and The Care Bears Movie - er... 'nuff said.

JENNY ABROOK: Jen curls up with a bowl of popcorn in front of the likes of Bambi, Escape To Witch Mountain, Play It Again Sam, and Dances with Wolves.

STEVE JAMES: Big Ed Steve is another cinema fan and he really rates Jungle Book, Goldfinger, Stop Making Sense, The Blues Brothers and Lawrence of Arabia.



BLOCK BUS

When compared with shoot 'em ups and age-old adventure games, the 3D genre has had a short but very productive life. Steve Merrett traces its cluttered but innovative history...

The quest for perfect filled 3D graphics goes back many years. Whilst the programmers of the humble Spectrum, Amstrad and C64 slogged their guts out to produce playable but slow vector-based blasters, such as Design Design's *Dark Star*, Melbourne House's word-based *Starion*, and Novagen's *Mercenary*, the punters were already looking forward to the day when solid colour would be added to pre-existing wireframes.

BUILDING BLOCKS...

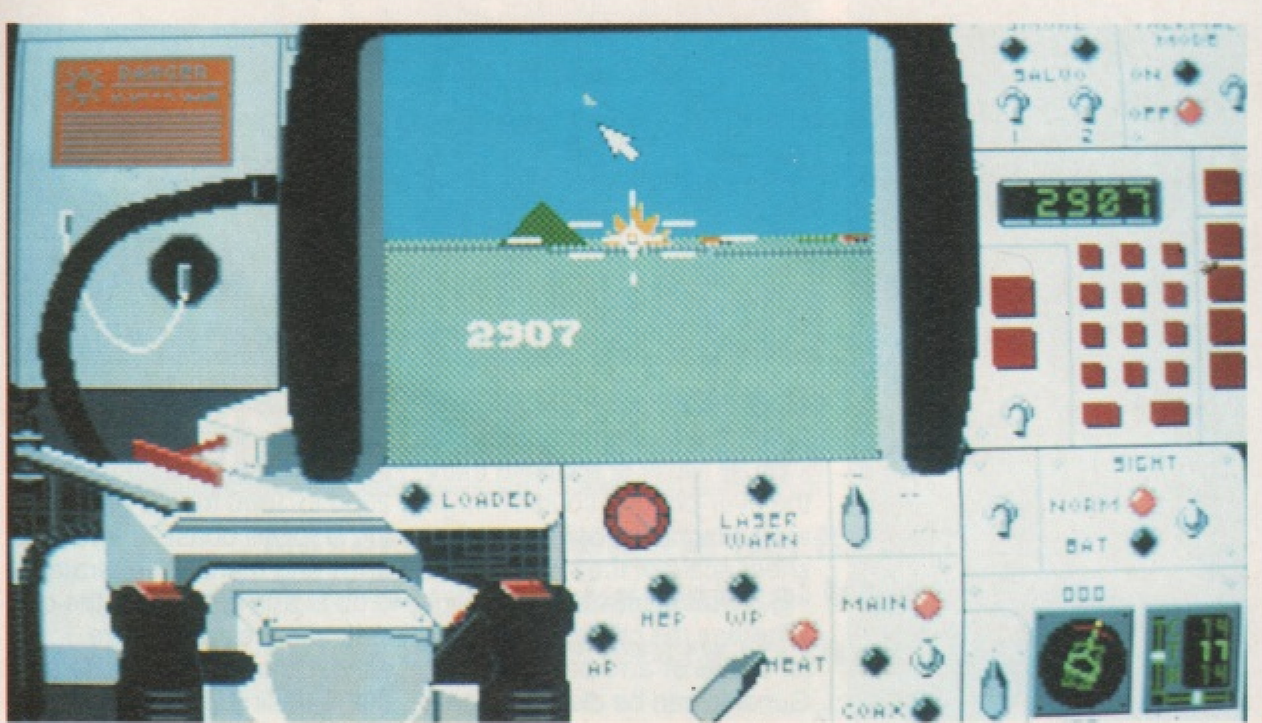
It was 3D pioneers, Realtime Games, who finally attempted the impossible by incorporating – shock, horror! – the much-touted filled 3D system in the sequel to their Star Wars clone, *3D Star Strike. Star Strike II* was a playable little blast and Realtime's filled 3D was fast enough to sustain its arcade basis, and added a lot more depth to the playability – masking the game's extremely limited lasting appeal! However, the real advancement didn't come until a year or so later, when Incentive bounced back after several months of inactivity to announce a novel new 3D system, Freescape.

According to Incentive, their new system allowed the player to explore a solid environment and look at its countless walls and rooms from any angle. The first game to utilise Freescape was *Driller*, which was based on a planet about to explode due to trapped gases just below the surface. The locations of these faults could only be found by solving a number of object-related puzzles, and a drill had to be inserted once the co-ordinates had been worked out. Although what Incentive achieved on 8-bit machines was impressive when you consider their limited capabilities, the games were laboriously slow and the chance to explore the massive planet and look at it from every angle was ruined by sluggish update and plodding movement. However, by this time, the faster Amiga and STs had arrived...

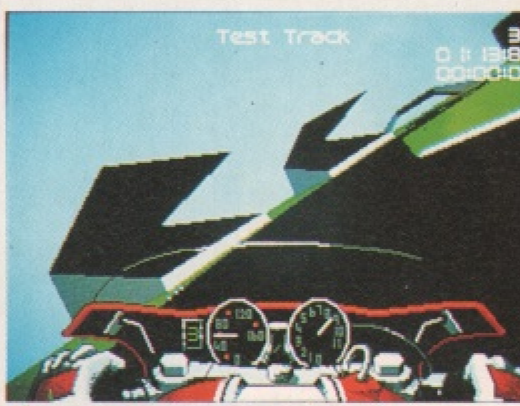
FASTER, FASTER...

The faster processing power of the Amiga and ST had development teams chomping at the bit and, within months of the machines taking off, the first batch of filled 3D epics began to filter through. Initially, the 3D system was doomed to be used in just flight sims - with the exception of the popular space theme, such as in *Starglider II*, but space was basically the air painted black! As the coding got better, the developers looked further afield. Whereas early titles, such as EA's *FA/18 Interceptor* and Mirrorsoft's classic *Falcon*, made use of the Amiga's 3D powers to create fast, detailed simulations, other companies were looking into the possibility of 'arcadey' games which used the system but could also run at a fast enough rate to support shoot-'em up gameplay.

Gremlin were the first to take the plunge, with the instantly forgettable *3D Galax*. *Galax*'s biggest problem was its limited gameplay. Gremlin had taken the basic *Galaxians* theme and incorporated it so that the player was looking out from the nose-cone of their ship. Thus, the alien attackers were viewed from below, and had to be picked off to reveal another wave further into the distance – not even fast 3D could save anything this unoriginal! In the meantime, simulations had really taken off, with Microprose dominating the field with the likes of







The advances in game design and coupled withthe Amiga's processing power has resulted in simulations that years ago wouldn't have been thought possible. A prime example of this is *Midwinter II* (left), which even features shaded snowscapes and a rippling sea!

STING



Elite is, without a doubt, a milestone in the history of 3D. From its huble BBC Micro roots, the Amiga version was developed to incorporate filled 3D. This resulted in a faster, more believable game, with the assorted Cobra ships even faster and deadlier than ever before.

Gunship and *Carrier Command* from their newly-acquired Telecomsoft labels. And we were also being treated to the likes of *Virus*, *Purple Saturn Day*, *Hard Drivin'*, and *Interphase*, all of which added new ideas and techniques to the evolving 3D routines.

People were now realising solid 3D had uses other than in space operas or flight sims. After years of pre-release hype, Novagen's *Damocles* finally made it, featuring a curved horizon which went unnoticed by practically everybody (after all you expect a bit more than that after a two year wait). And simulations got better with *M1 Tank Platoon*, *F-19 Stealth Fighter*, and *Retaliator*. Palace even managed to recreate all the joys of Wimbledon in a very realistic and superbly-animated vector-based Tennis sim, *International 3D Tennis*, written by Sensible Software. This just about brings us up to date, and while I obviously can't include (or remember) every 3D-based game that has ever appeared, quick mentions must go to *FOFT*, *Powerdrome* and *Bomber* for being the most over-hyped games ever, and *Midwinter* which stunned us all with its shaded 3D and utterly engrossing gameplay.

FUTURE TENSE

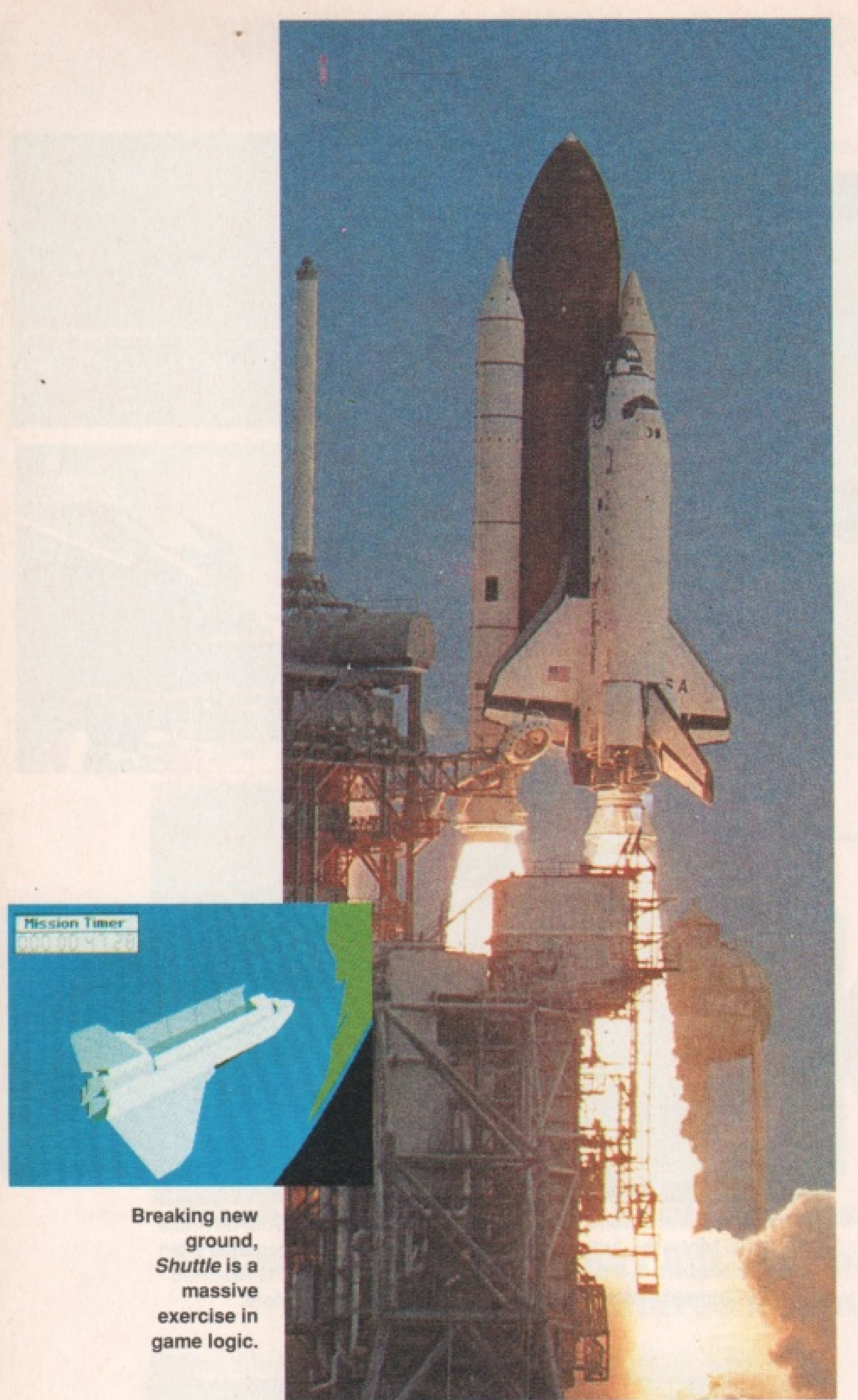
With The Assembly Line including ellipses and circles in their epic *Cybercon III*, it looks as if the 3D genre is about to undergo a new lease of life. On the horizon, we have Geoff Crammond's sequel to *Stunt Car Racer*, Mindscape's *4D Boxing*, and the long-awaited sequel to *Midwinter*, all of which add new ideas of techniques to the theme. In addition, we are set to see massive advances with the addition of the complex routines seen in Activision's *Hunter* and the aforementioned *Midwinter II*. Whereas other styles are occasionally active, the 3D genre is the busiest of them all, and is set to keep on improving and evolving with each generation of computers and technology.●

3D SOUND

Rik Haynes listens out for the latest hi-tech gimmick.

Bored with the sounds of stereo and the hassle of quadraphonic speakers? Two Canadians have invented a neat audio trick which could dynamically transform the tunes coming from your hi-fi. Compatible with all existing speaker and headphone systems, the new technique – dubbed 3D-Stereo – produces sounds with real depth. You're bombarded with an all-surround attack of your aural senses. It sounds as if The Happy Mondays are playing live in your bedroom – complete with adlibs from the top of your wardrobe and bass beats booming from under your bed.

Sampler scientist Tim Simenon (Bomb the Bass) has recorded his new album using 3D-Stereo for full effect. And Commodore were so impressed they signed the technology up for the CDTV and is currently offering a 3D sound studio service for software developers so they can upgrade the sounds in their titles. The ever-popular Bitmap Brothers have employed 3D-Stereo in the CDTV adaption of *Xenon II*. Laser bolts sound as if they're fired over your left shoulder and explosions bounce off the top of your head. CU Amiga will be bringing you a full report in the next issue...



Breaking new ground, *Shuttle* is a massive exercise in game logic.

SPACE SHUTTLE

Space, the final frontier... With Virgin about to break the barriers and launch into space, Steve 'Ooh Me Asteroids!' Merrett, beams aboard.

What better ship to take into the inky blackness of space in than the ever-popular shuttle? Virgin are taking to the skies and the sheer scale of their forthcoming shuttle game is staggering. Whereas the control systems for a MiG or an Apache Gunship can be displayed on one screen, the control system for the technically-stunning shuttle would span some 2500 panels! In addition, compared to a relatively small battle arena which plays host to the odd tank, plane or polygon-generated tree, imagine recreating an entire planet so that the shuttle could touch down anywhere on it.

The task of bringing the shuttle and its many guidance systems and capabilities to the Amiga, has fallen to 3D veterans, Vektor Grafix, who started work on the project in November 1989. With help from NASA they started to piece together the necessary logics, and the final result is a massive game which features as many of the original craft's features as humanely possible. Somehow, Vektor have managed to reduce the shuttle's 2500 to 1000 for the game, but the ship still boasts the robotic arms and manually-operated probes and gadgets of the original, and they all behave almost identically to those of the real thing. However, although the game is obviously going to be more complex than a 'normal' flight sim, the team have incorporated five complexity levels which allow the player to gradually increase just how much control they have over the craft.

So far, an entire world and most of the 3D routines and technical info have been incorporated, and the game is approaching its final run of testing and bug ironing. Vektor seem to have performed the impossible by combining the plentiful and complex controls of the shuttle with gameplay that gradually draws you into to its more complex areas, a very welcome idea. It'll be out in August, so stay tuned for a full review.●

3D CONSTRUCTION KIT

3D is both a programmer's friend and enemy. There's no doubting the popularity of 3D games, but until now there has been no simple way of programming this style of game.

From their Aldermaston base, Incentive have pooled their extra-dimensional talents to create a games designer the likes of which has never been seen before.

For your fifty quid you get an impressively proportioned box containing a weighty and detailed manual, the program disk along with a specially written game and an extremely useful tutorial video which guides you through your first steps with the kit.

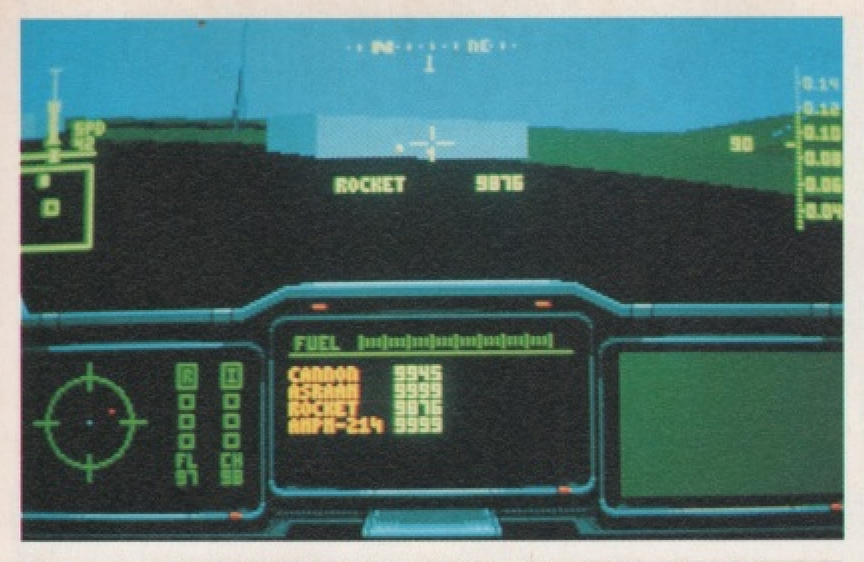
On loading you're greeted with an intro screen followed by the main menu. The most striking feature is the amount of arrow icons – there are dozens of them. After a brief journey through the manual the relevant features become apparent and the controls become less daunting.

Creating shapes is easy. Clicking on the create icon calls up a menu of available shapes, both two and three dimensional. At first the choice seems limited: a square, a pentagon, a hexagon and a pyramid on the 3D palette, with similar shapes on the 2D one – but these can be stretched, compressed or have their angles altered in the case of a pyramid or triangle.

Objects can't move through each other. This allows you to butt shapes up against each other so you don't get any gaps, but it also causes a few problems. Dropping a rectangle through the roof of a house is the logical way to make a chimney but you can't do that; use a triangle with a square on top instead.

Colouring objects is almost as simple as creating them. The game works in sixteen colour mode, and each colour comes with half-a-dozen shades. A diagram at the side



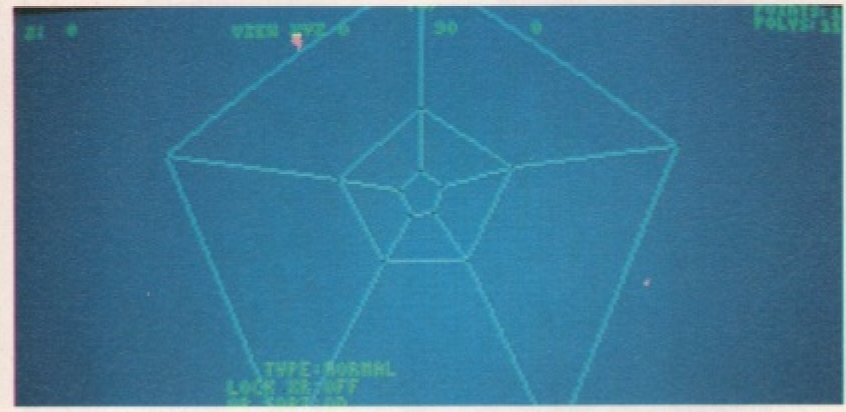


THUNDERHAWK

Easily the fastest 3D we've ever seen, Thunderhawk bridges the gap between arcade games and flight sims. In fact, it runs faster than most sprite-based 3Ders.

Never one to wiggle his flaps(!), Steve 'Nee-oww Dakka Dakka' Merrett takes to the skies in Core's entry to the 3D arena...

The latest 3Der to take to the skies, *Thunderhawk* is the work of Mark 'Mac' Avory and Sean 'Gilbert' Dunlevy, and although they are claiming that it is the fastest 3D romp yet, remarkably they only started work on it two months' ago. "Well, actually, I had the 3D system worked out and built upon it over the course of two-and-a-half years, but it wasn't until recently that we actually built a game around it." Mac had approached Core with his system, and it impressed Core supremo, Jeremy Smith, so much that he snapped him up straight away, followed by Gilbert. Work began almost immediately, with a meeting to design a basis for the game-play. In addition, *Rick D* coder, Simon Phipps, was drafted in for gameplay ideas and to provide a series of interlude sequences to add to the overall atmosphere. For ideas, the trio looked at the likes of *Falcon* and *Gunship* for technical info, whilst presentation ideas were inspired by Mindscape's PC graphical epic, *Wing Commander.*



UNDER THE BONNET...

Even behind the hype, it has to be said that *Thunderhawk* is the fastest polygon-based game yet. Whereas the likes of Falcon updates six times a second, *Thunderhawk*'s screen is updated every fiftieth of a second! Obvious, Mac is reticent to give away how he does it, but as he experimented with his routines over the two years, he noticed a few obvious short cuts and made the most of them. Another memory and speed saver was his home-grown 3D editor which allows him to create objects in a few minutes and implement them in the game via a PC system instantly. This allows Gilbert to concentrate on other coding matters, and Simon to beaver away on the aforementioned interlude screens - although quite how many of these the Amiga will be able to cram into to its ever-shrinking memory remains to be seen. ●

of the screen shows the 'unseen' sides of the polygons.

Creating static objects is easy , making them do something is a completely different ball game. The kit contains its own programming language which is used to control individual objects. The commands are designed to be simple enough that people with no programming experience can understand them, and the manual contains comprehensive instructions dealing with all of the games commands.

Animating objects is the most complicated part. The commands are straightforward, but a pen and paper still come in handy for planning out more complicated designs.

Custom control panels can be designed using almost any art package then ported in as IFF files. By selecting the appropriate command you can then trace round areas of the panel and turn them into icons. Sampled sounds can also be imported, although this soaks up memo

Linking everything together is easy. An exit has to be designated along with instructions telling the computer where to dump the player should he reach this point. Alternatively you could have one huge room containing the whole game environment.

There's hardly any limit to what you can create. Each screen can hold up to 256 shapes, and the kit can accommodate a total of 256 screens. This might not seem too many, but when you think the previous Freescape games only had a hundred screens you soon realise the size of the area you have to work in. This means you can create anything from a virtual reality style game of naughts and crosses to *Cybercon III*'s sequel.

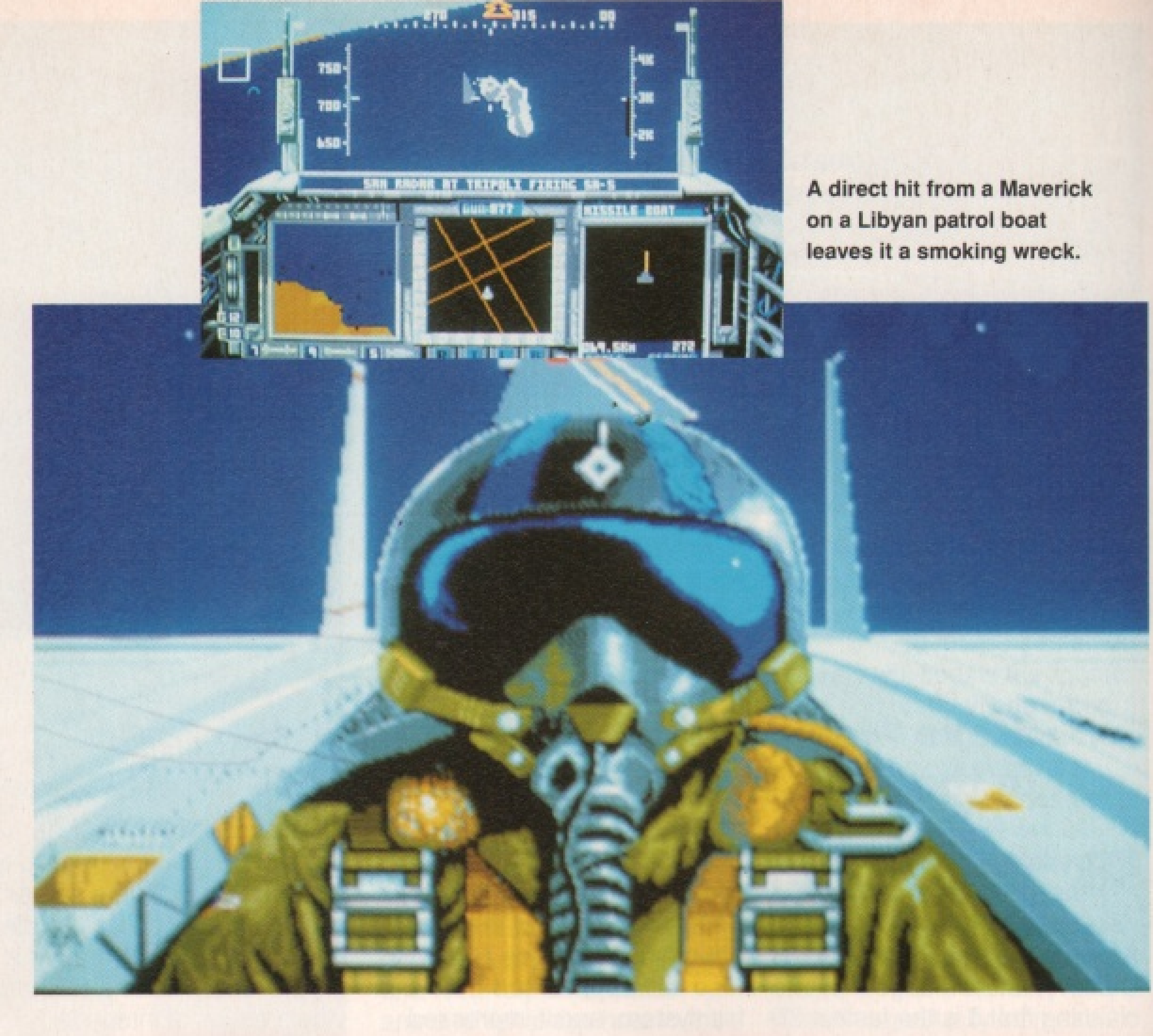
Once your creation is finished you can turn it into a self running auto-boot program by selecting the make command. This eliminates all the messy fussy around trying to create an automatically running program.

3D Construction Kit is amazing. It's easy to use and the results are stunning, this ranks alongside *Amos* as a landmark product in home computing. ●

VERDICT

DOMARK/ INCENTIVE PRICE £49.99

Getting into *Construction Kit* is very easy. The tutorials make sure you don't miss any important features, while giving examples on how to use most of the functions. If you want to use your machine for more than games this a product you can't afford to miss.



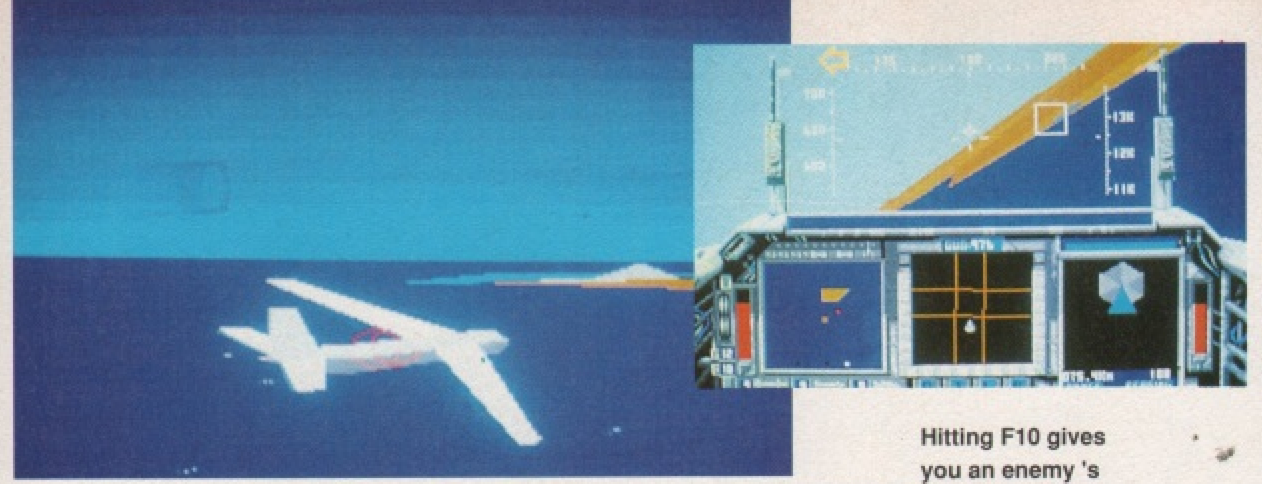
A direct hit from a Maverick on a Libyan patrol boat leaves it a smoking wreck.

F15 II

Landing requires precision timing. The final approach has to be made at about 100 feet at minimum speed. The hard part is lining up with the runway. Carrier landings require even more precision.

Microprose have again drawn inspiration from a PC game by their American branch. *F15 II* places you in the cockpit of the USAF's mainstay warplane, the Strike Eagle.

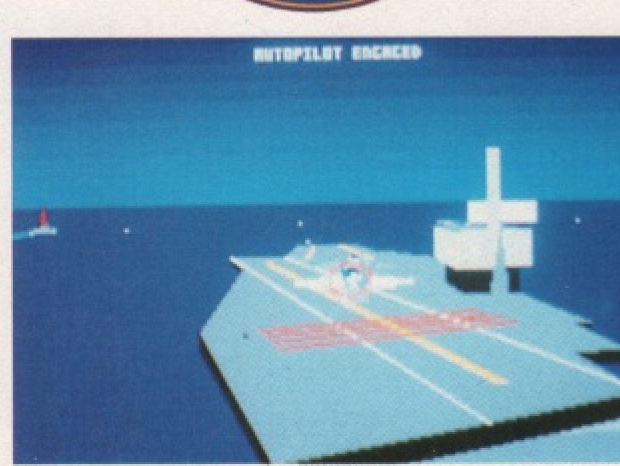
The first notable feature of *F15 II* is its speed. It's very fast. The horizon scrolls smoothly and at speed, a feature which is rarely found in Amiga flight sims. The graphics on the external views are also good, the 3D is detailed and moves well. Although the graduated tint had to be cut from the main screen it does appear on the external views, and this adds to the overall effect. A director mode allows you play in 3D mode with the





Hitting F10 gives you an enemy 's eye view of your plane. This a good way of telling if you're in their sights.

If your plane is badly hit, or it'srun out of fuel, there's only one thing to do – eject. This isn't 100% reliable; you could end up landing in enemy territory, or worse.



computer automatically selecting the best view point from which to see the action.

The instrument panel is uncluttered and easy to understand. A radar in the centre shows all air and ground targets in your vicinity, a map helps guide you to your target, and a series of warning lights let you know how close your plane is to being knackered by an enemy missile.

Flying a multi-million pound warplane isn't as difficult as you might think, at least in this game it isn't. The keyboard is used to raise and lower the landing gear, select targets, change between weapons and set the engine power. The joystick fire button is used to fire the plane's machine gun, with the return key launching missiles, a system which is employed in nearly every flight sim and which can often prove awkward when you need to react in a split second.

Involve the plane in one of six scenarios: Libya, Vietnam, the Middle East, the Persian Gulf, or Northern or Central Europe. The colour changes to suit each of the areas, the difficulty level and the types of enemy you face.

After the scenario and difficulty level have been selected, the computer generates a random mission. A mission always consists of two targets, primary and secondary, both of which have to be destroyed if you don't want to return to base as a failure.

Earn medals and promotions if a mission goes particularly well. These serve no purpose other than to demonstrate how well the pilot's doing – but reach a certain rank and you could find yourself pensioned off.

The F15 comes with four different weapons: Sidewinder and Amraan air-to-air missiles, Maverick air-to-ground missiles and a 20mm cannon. The only defences against enemy fire are flares, which decoy heat-seeking missiles and chaff which confuses radar guided weapons. The last resort is always nifty manoeuvring. Personally I would have liked to have seen a few more weapons, but then again I've probably got some sort of gung-ho personality disorder.

The gameplay's very fast. From the moment you take off, SAM batteries open fire, and their fighters scramble. This pacing works a treat.

Without a doubt, *F15 II* is one of the most action pack flight sims on the Amiga. The gameplay ressembles the arcade version of *F15*, and that can't be bad. A must for the collector.

Mark Patterson

EASE OF USE

Targets range from oil installations, which are easy targets as they don't fire back, to SAM sites which open fire the second they pick you up on radar and don't stop until you – or they – are destroyed.

On the harder levels the enemy pilots become more intelligent. They start taking evasive action against your missiles and outmanoeuvring your plane. Enemy equipment is also improved, so they start attacking at longer ranges with more accuracy.

Navigating is simple. An arrow at the top of the HUD points the way to the next target. Landing, as with most flight sims, is difficult. Fortunately an auto-pilot feature has been included which guides trainee pilots down to Earth, without any embarrassing nose-dives. . . .

MICROPROSE £24.99

" Excellent all-action flight simulation. . . . "

GRAPHICS	87%
SOUND	87%
LASTABILITY	92%
PLAYABILITY	93%
OVERALL	**93%**

SKI or DIE

What better way to adjust to normal existence after the intensive rigours of a ski (and apres ski) holiday than with a dose of pixellated piste bashing? EA's *Ski Or Die* is a winter sports multi-game which follows the same format of the old skateboard *Skate Or Die* game.

The game opens in Rodney's Winter Wonderland, a ski bum's shop run by what seems to be an ex-US marine with acid-fried eyes. He'll sign you up for the competition, let you scan the high scores and mess around with the controls, though curiously he won't try and fob you off with crap skis and boots that don't fit.

Outside the door to Rodney's shop are the signposts that allow you to compete in one or all of the ludicrous activities that pass for sports on his side of the mountain. You can practice them first before the compo. First up is the Snowball Blast, a fierce battle which has you using a gunsight to pick off the local brats, with bonus points for picking off Abominable Snow Thingies. Round the corner you'll find the Downhill Blitz, a more straightforward break-your-neck-against-the-clock challenge. Pick a trail and make your way down the mountain on your planks using mogul fields (icy bumps) and cliff drops to put in some acrobatic moves for bonus points. Crash and you'll lose time.

Having put in some jumps on the way downhill you should choose to go for some serious air on the Acro Aerials. This is the freestyle jumping area, much like the one found in Epyx' *Winter Games*, with points awarded for difficulty and combining routines.

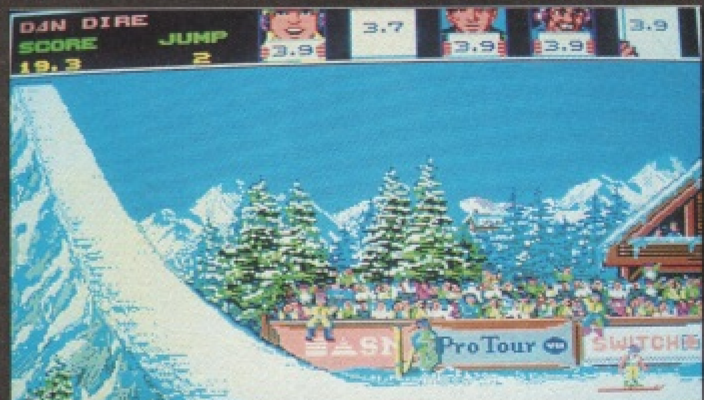
If your bottle's still intact you can take your skis off for the Inner Tube Thrash which involves flying down the pistes with your bum in a tyre in a style uncannily like Domark's *Toobin'*. You go down with some other idiot and there's points available for bursting his tyre, and finishing before him, but you'll have to watch out for yourself, because he'll have the same in mind for you, leaving mousetraps scattered about and even beartraps.

The climax comes with the Snowboard Half Pipe – skateboarding on snow. You have two minutes in which to impress with your best manoeuvres. Build up speed and put in your best moves to score highly. Definitely the game's toughest test.

Ski or Die is an excellent way to experience the thrills and spills of downhill racing without leaving the comfort of your armchair.

Mike Pattenden





The game revolves around Rodney's Ski Emporium, and from here access to any of the events is available. The most impressive, though, is the Hot Dog event which features some brilliant moves.



Looking rather similar to Domark's *Toobin'*, the Tube Thrash has you sliding down a booby trapped mountain an an inner tube.

VERDICT *Ski Or Die* doesn't offer anything new, nor does it execute it with any massive class. Graphically, the figures are a little on the small size, and seem to be outlined rather coarsely. Sound too, is limited – while a soundtrack is non-existant. There again *SOD*, as it shall forever be known, does have a kind of rough charm. In fact as we skiBrits like to say, it has 'pas de style, beaucoup de bouteille'. It certainly made me thirsty to get on the piste again.

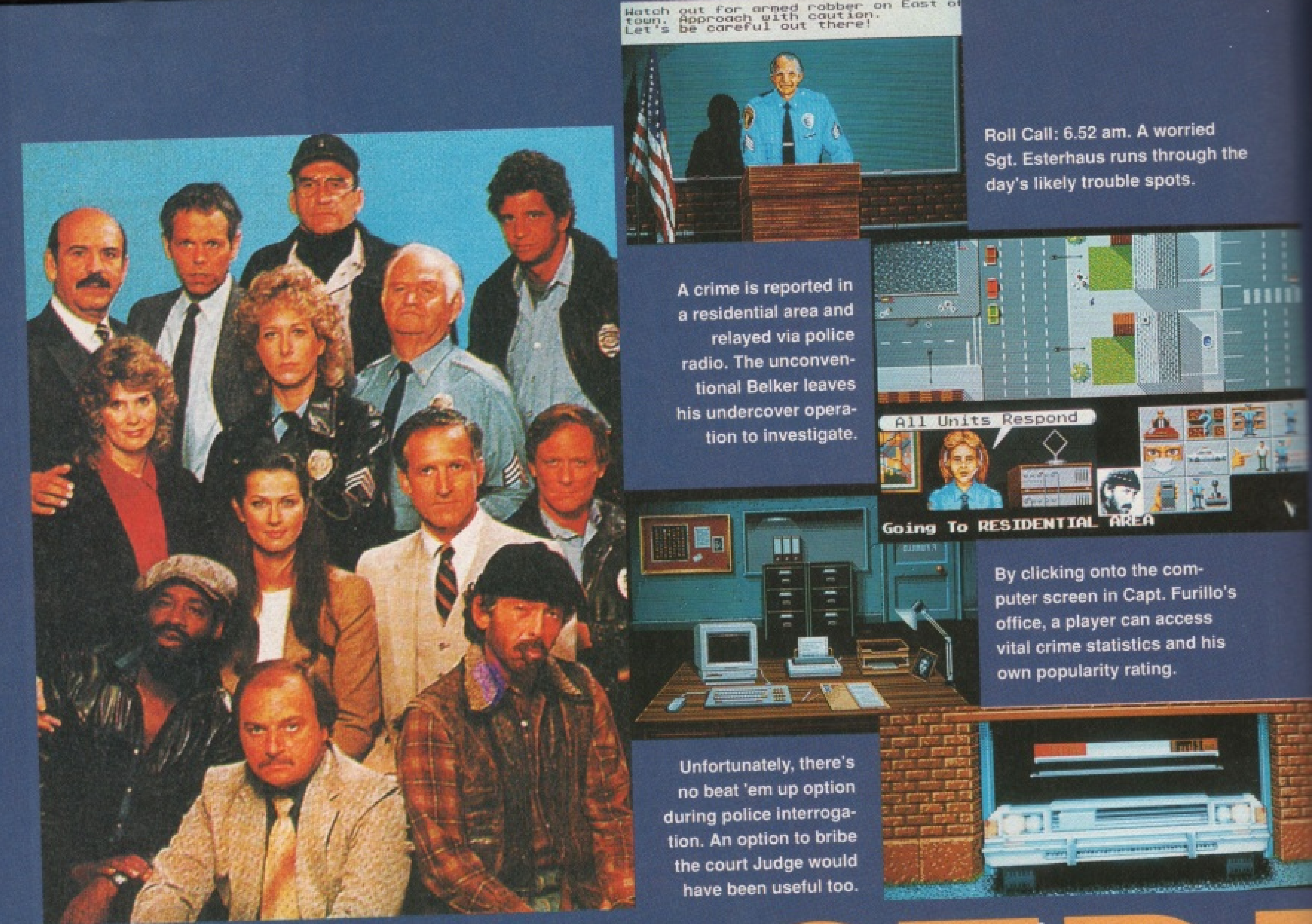
ELECTRONIC ARTS £24.95

' Highly amusing and enjoyable multi-eventer '

GRAPHICS	65%
SOUND	75%
LASTABILITY	78%
PLAYABILITY	83%

OVERALL 76%


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Roll Call: 6.52 am. A worried Sgt. Esterhaus runs through the day's likely trouble spots.

A crime is reported in a residential area and relayed via police radio. The unconventional Belker leaves his undercover operation to investigate.

By clicking onto the computer screen in Capt. Furillo's office, a player can access vital crime statistics and his own popularity rating.

Unfortunately, there's no beat 'em up option during police interrogation. An option to bribe the court Judge would have been useful too.

HILL STR

At last someone's had the incredibly brilliant idea of turning the acclaimed TV series, Hill Street Blues, into a computer game. Hill Street's digital debut comes to you courtesy of Krisalis Software, who've been working on the game for more than nine months. Now you, too, can take control of Hill, Washington, Belker and Buntz or even Sergeant Hunter and his gun-toting SWAT team.

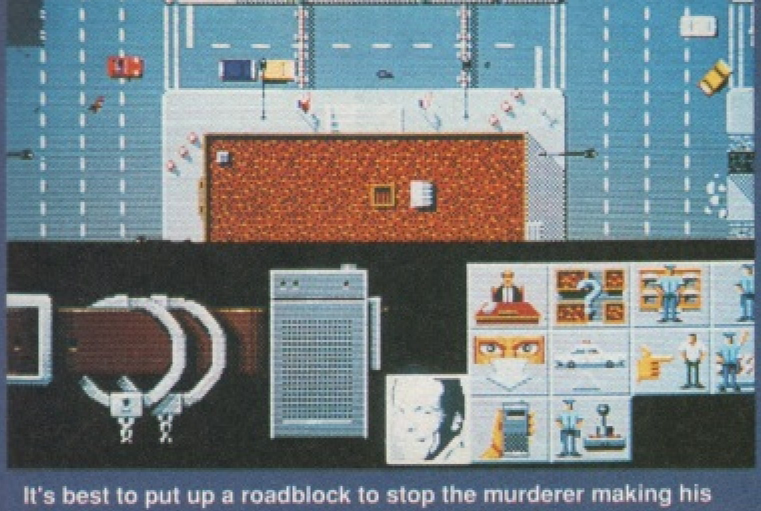
As Captain Frank Furillo, all the resources of the Hill Street Precinct are at your disposal, including five rookie officers who can be assigned specific areas of the precinct to patrol in their cars or on foot. The aim is to combat a rising crime rate by apprehending perpetrators of crime while keeping a watchful eye on your popularity levels. Your popularity is judged by the clean-up rate, excessive use of force, corpse-strewn streets or a multitude of other factors. Keep your popularity above 90% for a long enough time and you'll be promoted to Police Chief; if it falls below 20% you'll be fired by a nervous Mayor and the game will be over.

The game begins, like the TV series, with an early morning Roll Call. The nine officers and five rookies under your control can then be assigned to various districts within the precinct. Each area has its own crime-rate and the mere presence of an officer on patrol will tend to reduce the number of crimes committed. The main screen gives a *Sim City*-style bird's eye view of the Precinct, complete with roads, buildings and cars, which is remarkably detailed. The city also has day and night cycles; when it gets dark, the street lights switch on and help illuminate the roads. The 400 citizens in the game are all unique and have their own individual appearance. This helps give the game extra depth and long-lasting appeal.

Each time a crime is committed, the radio operator at Hill Street relays the information via a scrolling message which appears at the bottom of the screen. To the right of this is a bank of icons which help control the game. With nearly fifty icons to master, this isn't a game you can instantly load up and play; you'll have to actually read the manual (strange, but true!) before you dive in. There's a useful player's guide included in the manual which takes you through the initial stages of the game if you find the icons too bewildering. After an hour's play, everything should become clear and then the fun can really start.

After arriving at the scene of a crime it's useful to explore the area and question bystanders to see if they match the description of the suspect. When you've decided on a likely villain you can either warn, arrest or shoot them. It's a good idea to call for back-up from the five rookie officers on patrol, as the presence of reinforcements might make suspects more cooperative. Only get gun happy if you think you've a potentially violent criminal and don't be surprised if he shoots back!

Once a suspect has been arrested, he's taken back to the station, charged, and then, if it's a serious crime, sent for trial. The arresting officer must attend the court or else the accused will get off through lack of evidence. The suspect must also be correctly identified or the case will be thrown out. If convicted, previous crimes will also be taken into account and removed from



It's best to put up a roadblock to stop the murderer making his escape. Also, a coroner needs to be called out to take the body away – people don't take kindly to corpse-strewn sidewalks.



Select Sgt. Hunter and you automatically gain access to a homicidal SWAT team bent on shooting first and asking questions later.

If you get bored chasing criminals, how about blasting innocent citizens to smithereens with your trusty .38?! Turn the Hill St. car park into a bloodbath.

As the night drags on, the crime rate drops dramatically. It's been a hard day and most of the 400 in-game characters hit the sack.

Hill St. gives you the chance of creating one of the biggest traffic jams ever! Just set up some roadblocks at a busy intersection, watch the cars pile up and listen to the horns of the frustrated and angry drivers.



ET BLUES

UP HILL STRUGGLE

The hit TV series, Hill Street Blues, focussed on a dedicated group of officers assigned to an early morning shift in one of the worst crime-ridden areas of a big American city. It was much more than a cops 'n' robbers show, often dwelling on the bizarre and comic aspects of patrolling a downtown area populated by a weird rag-tag collection of complete psychos. During its seven year run, the series picked up a smattering of top awards and became notorious for over-shooting its production budgets to become the most-costly TV programme ever made. Created by Steven Bochco and Michael Kozoll, Hill Street portrayed the underbelly of American society and often dwelt on social issues such as poor housing, prostitution, expensive health-care and run-down welfare services. It was also rather good, as any late-night devotee of Channel Four will testify. Unfortunately, it failed to deliver the mass audiences needed to ensure the series survival in the tough American TV market and the show was eventually cancelled. Sob, sniffle, snerff!



the outstanding case file.

Crimes range from bag-snatching, mugging and pickpocketing through to drug peddling, armed robbery and random murders. There are even serial killers on the loose who are extremely dangerous and will resist arrest at all costs. The more crimes an individual commits without being caught, the more likely they are to commit others. Things can quickly get out of hand, and the cases pile up. At one point, I had more than 150 unsolved crimes and my popularity was at an all time low – needless to say I got the boot.

Hill Street Blues is a complex and highly enjoyable game which requires careful planning and allocation of resources. The graphics are functional and suit the game perfectly. Although the sprites are extremely tiny, it's still possible to make out individual characters. The attention to detail is quite staggering – even the police cars' lights flash when the siren is turned on. The in-game sound effects are also noteworthy. Drivers will blast their horns if they get caught up in a traffic jam, cars doors slam when closed and pedestrians emit a strangled shout when shot by police snipers. One of those rare games which you can't put down once you've started to play.

Dan Slingsby

KRISALIS £24.99

'Original, absorbing and fun cops 'n' robbers romp'

GRAPHICS	85%
SOUND	79%
LASTABILITY	83%
PLAYABILITY	81%
OVERALL	**82%**

CALL THE COPS

TV cop shows have had a chequered history. Over the years, there have been a long line of gun-toting square-jawed crimebusters intent on up holding the law. Dan 'Snitch' Slingsby went undercover to find the good, the bad and the spectacularly uninspired...



Left: Steve 'Book 'em, Danno' McGarrett tries to look cool in his crimpolene blue suit. Below: 'Three cans of extra-strong superhold hairspray, please !'



Offering a fast-action fix of blood 'n' guts violence, murder, mystery and suspense, TV cop shows have always been incredibly popular.

The first ever cop show on the box was the brilliant Dragnet which ran for eight years in the 1950s. Each episode started with the immortal lines: 'Ladies and Gentlemen, the story you are about to see is true. Only the names have been changed to protect the innocent'. Set in Los Angeles, the show featured true stories taken from the files of the LA Police Department and featured Jack Webb as Sgt. Joe Friday, a tough talking cop who always got his man.

Perhaps the most notorious TV series of the '50s was Quinn Martin's The Untouchables. Based on the real life exploits of Federal agent, Eliot Ness, the show followed the adventures of the US Treasury Department, nicknamed The Untouchables, as they attempted to put an end to the illegal drinking dens, bootlegging and other money-laundering activities of Chicago in the 1930s. The series soon became known as the 'most violent show on TV' with a body count somewhere up in the stratosphere.

Britain's first cop show, Dixon of Dock Green, began in 1955 and ran for a staggering 21 years and 367 episodes. Dixon would greet viewers with a friendly 'Evenin' All' before going on to talk about that night's story. He was the archetypal British cop, out on the beat with a friendly word for everybody.

The sixties were particularly void of decent cop shows as the success of James Bond and the Man From U.N.C.L.E. persuaded TV moguls to concentrate on churning out cheap futuristic spy thrillers. The only credible offering was Hawaii Five-0 set in sun-drenched Honolulu and starring Jack Lord as Steve McGarrett, the man with the worst Polyester suits in the whole world.

The seventies offered a resurgence of interest with a spate of new and interesting shows. The best of these was Columbo. Although Bing Crosby had been the first choice to play the shambling detective (!), the role eventually fell to Peter Falk. Scruffy and unconventional, Lt. Columbo was an LA homicide detective with a penchant for grubby raincoats and half-





'We're not cardboard cutouts, we're *real* actors, honest!' pleads Thunderbirds puppets Webb and Gannon from hip-50s cop show, Dragnet.



It's a cover up as Telly keeps his bald barnet under a hat.

BOBBY DAZZLERS

Cop games are, surprisingly, a little sparse on the ground. Good ones are even harder to come by. One of the worst must surely be Quicksilva's C64 title, Traffic. Assuming the part of a local bobby you've been given complete control over London's traffic light system and must ensure that there are no snarl ups or traffic jams. There were also two Police Quest games from Sierra-On-Line written by an ex-cop which, although good, now look incredibly dated.

Domark's APB was the first to recreate all the thrills and spills of a high-speed chase, with the heroic officer Bob chasing numerous felons over a vertically-scrolling play area before apprehending the villains and beating a confession out of them. Along the same lines, only viewed from first-person perspective, were Chase HQ and SCI.

Software houses seem more concerned with the future of law-enforcement. The most notable of these was Ocean's smash-hits, RoboCop and its sequel. Other games include *ESWAT, Narc, Crime Wave* and *Mean Streets.*

smoked cigars. Underneath this cranky facade, there was a sharp and calculating mind who'd often confide in his suspects before finally nailing them.

One of the most popular cop shows of the mid-70s was the truly awful Charlie's Angels. Featuring the 'major acting talents' of Farrah Fawcett-Majors, Kate Jackson and Cheryl Ladd, amongst others, the Angels were three former police women turned private investigators. The trio were obviously picked for their good looks, long legs and gorgeous suntans rather than any latent acting talent. Dressed in tight fitting shorts, bikinis or even wet t-shirts, the girls would pout and pose their way through excrutiatingly bad dialogue and banal storylines which invariably portrayed them as dim-witted bimbos. Kate Jackson, who played Sabrina, later commented: 'I didn't consider it acting. We might as well have been Barbie dolls'.

Other hit shows included Kojak and Starsky and Hutch. Kojak featured war-film vet Telly Savalas as a bald-headed, lollipop sucking detective working from a run down New York Precinct. He'd often rough up a suspected criminal while using his well known catch-phrase, 'Who loves ya baby!'.

Starsky and Hutch starred former day-time soap star, Paul Michael Glaser, as the chunky-cardigan wearing Starsky and David Soul as his health food munching partner, Ken Hutchinson. At first, the series was noted for spectacular car chases and violent shoot outs, but was panned by critics for being too violent and later toned down. Starsky and Hutch will probably be best remembered for Huggy Bear, a swanky pimp-like character who must have been one of the worst racial stereotypes (and dressers) ever. The show also helped to launch the singing career of David Soul, who later gave us such belters as Silver Lady and Don't Give Up On Us Baby – records which, thankfully, are now consigned to the bargain bins in Oxfam shops.

As an antidote to the crass sentimentality of Starsky and Hutch, Thames TV fought back with the hard-hitting The Sweeney, the nickname given to Scotland Yard's Flying Squad. Detective Inspector Regan and Sgt. Carter were a couple of unorthodox coppers who disobeyed orders, had affairs, got drunk, had punch-ups and, when they'd got the time, even solved



Investigating a toilet theft, the Sweeney have nothing to go on!



Belker contemplates the meaning of life and a nasty bottle of meths.

the odd crime or two.

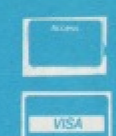
The 80s provided rich pickings for TV cop shows. Micky Spillaine's violent private eye, Mike Hammer, finally made it onto the small screen. The hard-boiled detective revelled in a world full of sex and violence and was promptly relegated to late-night screenings. The Bill, about a group of cockney coppers in the East End of London, made their debut and a number of fly-on-the wall documentaries appeared such as 'Police', 'Operation Carter' and 'Flying Squad' – the latter showing an armed robber being shot dead by police marksmen.

The '80s also produced the first 'designer' cops in Miami Vice. In a style more influenced by pop videos than cop shows, Miami Vice starred ex-football hero, Don Johnson, as Sonny Crockett and Philip Thomas as Ricardo Tubbs. Johnson pioneered designer stubble and was kitted out in the latest high-price fashion. With a passion for fast cars, speedboats and loose women, the two Miami cops also teamed up with a number of star-guests each week, including Phil Collins as a conman and Sheena Easton as Crockett's wife.

The pick of the bunch was undoubtedly Hill Street Blues. Each episode began with an early morning Roll Call and finished with Captain Furillo cavorting in bed with the gorgeous Joyce Davenport. With innovative camera techniques, a fine musical score and a quality cast, the show was initially poorly received but continually gained in stature as the series progressed. Each officer had their own distinct personality ranging from the gung-ho Sgt. Hunter and the Texan cowboy, Renko, to the cigar-chewing Belker and the sex-mad Sgt. Esterhaus. A classic and well worth forking out for the videos.



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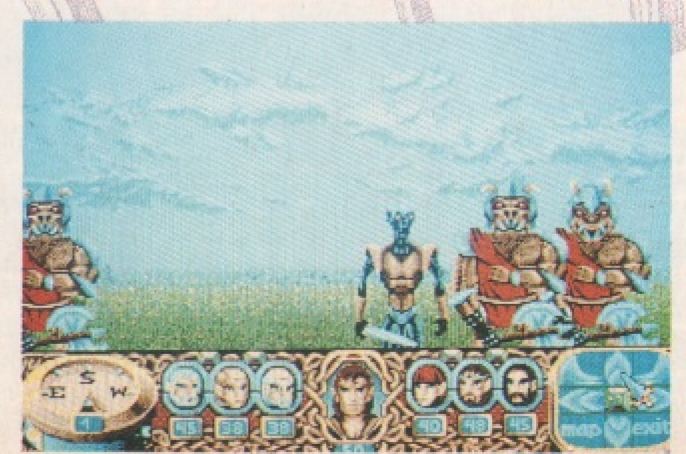


CRYSTALS of ARBOREA



The crystals hurtle through the night sky. Fighting in the dark can be tricky. Some of your opponents practically disappear. . . .





In the house of the mage. As is customary, a wizard will act as a bringer of knowlege, so pick his brains.

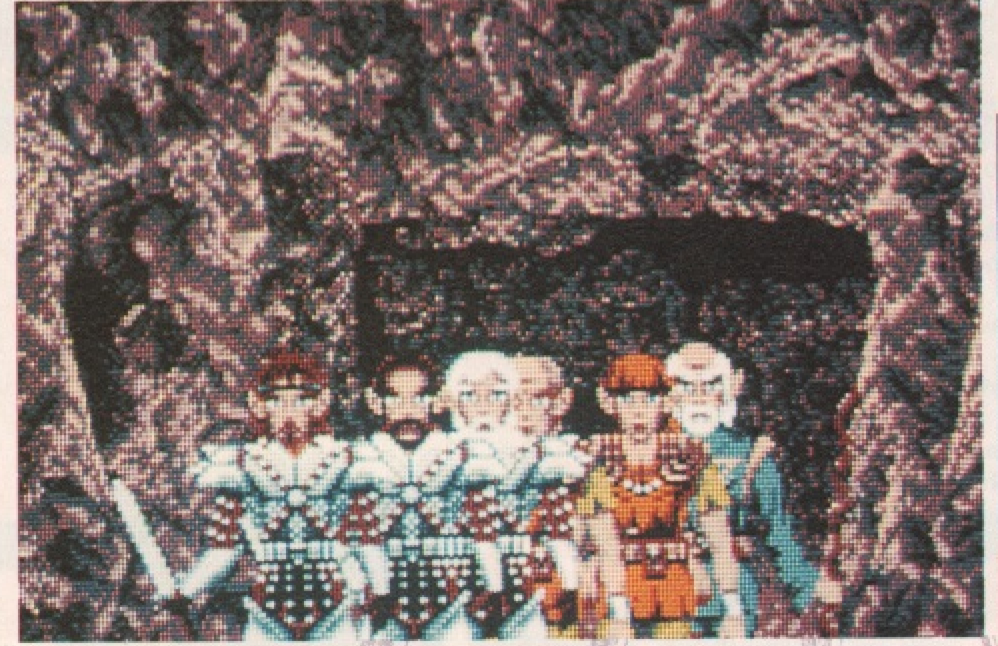
Gone, thankfully, are the days when a role-playing game meant little more than a great leap of the imagination, a plot with trolls and gameplay along the lines of a special maths paper. *Arborea* doesn't include any of the above elements, though there are orcs, black elves and shamnirs.

The setting for the game is the island of Arborea, all that's left of a world now underwater since an evil lord threw it into chaos. The reason Arborea remains is that it contains four crystals: symbols of earth, sky, water and fire. If these can be restored to their sacred shrines then Mogroth, the Lord Of Chaos can be overcome and order restored. You take the role of Jarel, last prince of the shamnirs in a race against the black elves who want to destroy the crystals forever.

The game begins in time-honoured fashion as you assemble a band of adventurers from a list of options. Three types: warriors, rangers and wizards are available to you, and you'd do well to put together a team which includes two of each. You then allocate points to the characters (a strong constitution for wizards, strength for warriors and plenty of agility for rangers is a good idea). If you don't want to go through this phase each time you can load an old team.

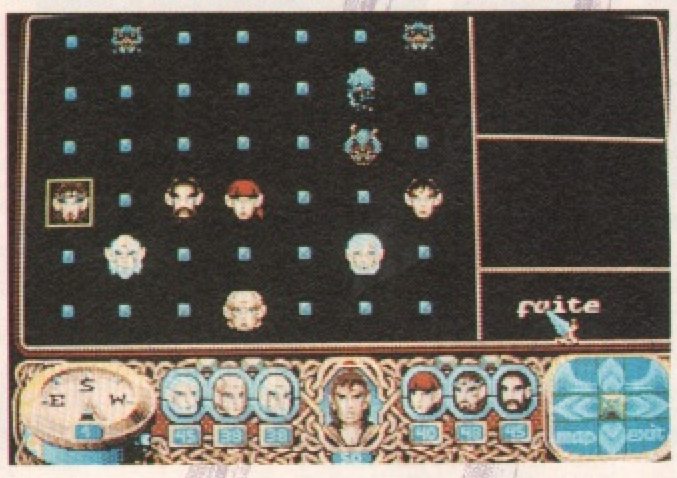
The way you use your team is essential to achieving any success in the game. Warriors are handy in a fight, and rangers make good scouts, but it's best to pair them up, especially since wizards have special powers that can blind, paralyse, fire lightning and balls of flame at enemies. Good men to have around in a fight, and Arborea has plenty of combat - played out on a grid almost like a violent version of draughts.

The game is played using an overhead map representation and a 3D view of the island. It's best to begin by splitting up and heading groups off into varyious directions, the map will show you where they are at any time. As Jarel you have the benefit ➤

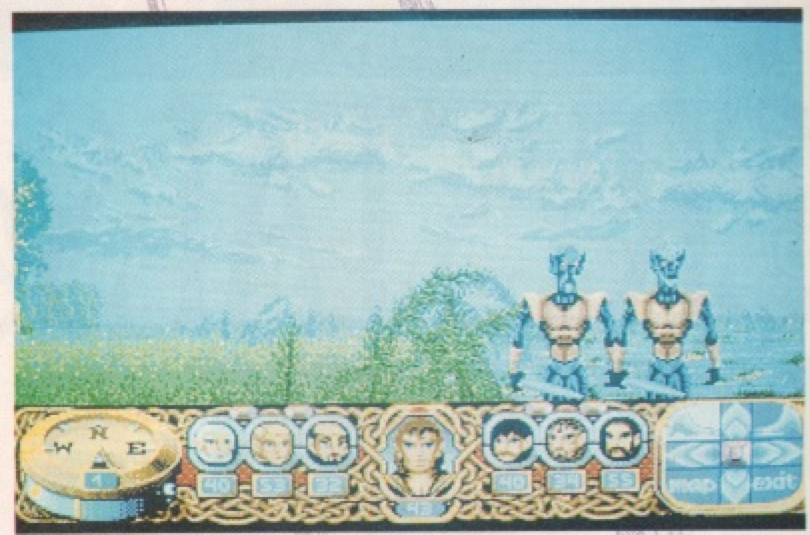




The map of Arborea. There are four crystals on the island; find and match them to the towers. The magic fountains which are dotted around have special healing powers and teleport spells are available. . . .



Left: Position your character so that it has a clear line of fire and is close enough to strike.



As you scroll your way around Arborea, foes and allies appear at random – and if a bad 'un pops up, you may have to go into combat mode. Magic weapons may be called for; you'll find these stashed away in the laybrinth of tunnels that lie underground.

CRYSTALS of ARBOREA

of the 3D view of the island, and that's where Arborea really begins to come into its own as a game. Beautifully drawn, Arborea exists at once in your imagination with its forests and marshland – complete with sound effects – giving it a wild isolation that makes it at once beautiful and threatening.

The characters, too, are well drawn. Your own band appear together at the beginning, but it's the rhino-like orcs and and the black elves who are the most effectively represented. As the game turns to night they loom out of the darkness with frightening impact. Jarel has night-vision which, when you shift to it, represents things in an effective infra-red.

As you wander round the island, the game begins to open out. There are 16,000 locations, and apart from the crystals, there are their shrines (each has its own, determined by its shape), houses and buildings to explore, objects to examine, all of which provide clues and puzzles essential to restoring order.

Arborea is an absorbing, atmospheric role playing game which uses the established parameters of the genre, yet still manages to be entertaining and original. The fact that every feature in the game randomises, means that you could play it for years and still enjoy the challenge.

Mike Pattenden

SILMARILS/PALACE £24.99

"Outstanding RPG which is totally absorbing. . . "

GRAPHICS	90%
SOUND	XX%
LASTABILITY	92%
PLAYABILITY	88%

OVERALL 91%

Crystals of Arborea employs a *Dungeon Master*-style window, only this time its full-screen size. This greatly adds to the atmosphere, although inevitably it slows thing down.





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Most planes have their own individual cockpit graphics.



CHUCK YEAGAR'S ADVANCED FLIGHT TRAINER

Within the ranks of *F-19* and *Falcon*, *Chuck Yeager's Advanced Flight Trainer* is a rarity, a game which dwells on how to fly, not how to take on the Warsaw pact single handed.

The basic object of the game is to prove how good a pilot you are by first learning how to fly, then taking a plane out on an obstacle course, and finally test piloting the three prototype plane modules that come with the game.

You're not just limited to one plane though. There's a database of eighteen aircraft, ranging from the first World War Sopwith Camel biplane to the rocket powered, highly unstable, Bell X-15. The number of different aircraft is a definite boost to the game's playability, without them it would become very dull, very fast.

If you're new to flight sims you can enrol on the five day Yeager trainer, the games built in tutorial. In five lessons you're taught how to take off, land, turn and perform stunts. After graduating from the school in one piece (which isn't easy) you can progress to the advanced stage. Here you can try out formation flying in a section which puts Accolade's *Blue Angels* to shame. You can also try your hand on an obstacle course, where you have to fly round markers at ridiculous speeds.

If you're feeling really silly, you can always jump into the cockpit of one of the fastest planes such as the SR71 which can hit Mach 3.2, or the X-15 which reaches Mach 7, and see how fast they go in a nose-dive. You can even try looping the loop at twice the speed of sound. As an added bonus try piloting the space shuttle on final approach, not so easy when you consider that it's travelling at over 5500 Mph.

Although very playable, the game does tend to grate after prolonged bouts of solo-flight. Maybe, if the package contained a second disk with some scenery, the game might be more enduring.

CYAFT is an accomplished flight sim and definitely one to rival Microsoft's serious aircraft simulations – all it lacks is a large play area. Not a game for the trigger happy war junkies amongst you, but maybe one for people who want to fly some of the greatest planes ever.

Mark Patterson

CHUCK YEAGER is without a doubt the greatest American pilot ever. His career got off to a bad start after he was shot down on his second ever mission, and was returned to Britain by the French resistance. American policy at the time was to send all downed pilots home if they managed to return to allied territory. Chuck wasn't too pleased with this and managed to wangle a meeting with General Eisenhower himself, and convinced him that it would be a good idea to let him stay on and fight. In his first mission after being shot down he managed to knock out five German planes and became the first one day Ace of the war. He went on to fight in Korea and Vietnam as well as becoming America's most daring test pilot, a job which nearly killed him. He was flying at over 100,000 feet in an experimental F-104 Starfighter when the canopy blew open. The plane plummeted straight down. No-one is sure when Chuck ejected, but the rescue crews who raced to the wreckage were greeted by Chuck who was walking towards them badly burnt and carrying the remaining half of his helmet under his arm.

ELECTRONIC ARTS £24.99

' A very playable sim, but ultimately a bit boring '

GRAPHICS	86%
SOUND	75%
LASTABILITY	81%
PLAYABILITY	84%
OVERALL	**83%**

METAL MASTERS

In a novel twist on the popular beat 'em up theme, Infogrames have replaced the countless martial arts experts of the genre with massive robots the size of Telecom Tower. In a future where wars are a thing of the past, the need for violence is supplied by the Metal Masters robots of the title. These creatures are made up of a number of key component parts, and are upgraded with more efficient weapons and facilities as they become more successful. Thus, every evening, the Masters arena is crammed full of eager citizens who watch the combatants knock the stuffing out of each other.

Metal Masters can be played by one or two people with each player taking control over one of the battling robots. Once the player has enroled for the competition, the task of creating a powerful fighter begins. As can be expected with a rank outsider, cash is initially hard to come by, and the resources available will only stretch to the bare minimum of equipment. Once a few fights are won and the money starts to roll in, all manner of visually impressive and deadly weaponry can be grafted on to your robot – including a rather neat chainsaw and a massive hammer – which extends the range of your destructive capabilities.

The actual fight sequences are very impressive and the sheer size of the robots is rammed home in an introductory sequence where its crew have to use a lift to climb into its nose cone! Unfortunately, this sense of scale is soon lost when the game actually starts. The robots are shown as two, two inch high, sprites which, whilst looking suitably hi-tech and armed to the teeth, don't have the stature to look menacing or particularly powerful. Depending on its armaments, each robot has a number of offensive moves which are accessed via combinations of the joystick and firebutton. The robots can be made to punch, fire their on-board lasers and missiles, and can also side-step enemy flak by stepping into the pseudo-3D play area. As each punch or shot hits home, a damage indicator for each section of the machine gradually rises, and when these are fully depleted, the loser collapses in a pile of scrap and is dragged off by a tiny pick-up truck.

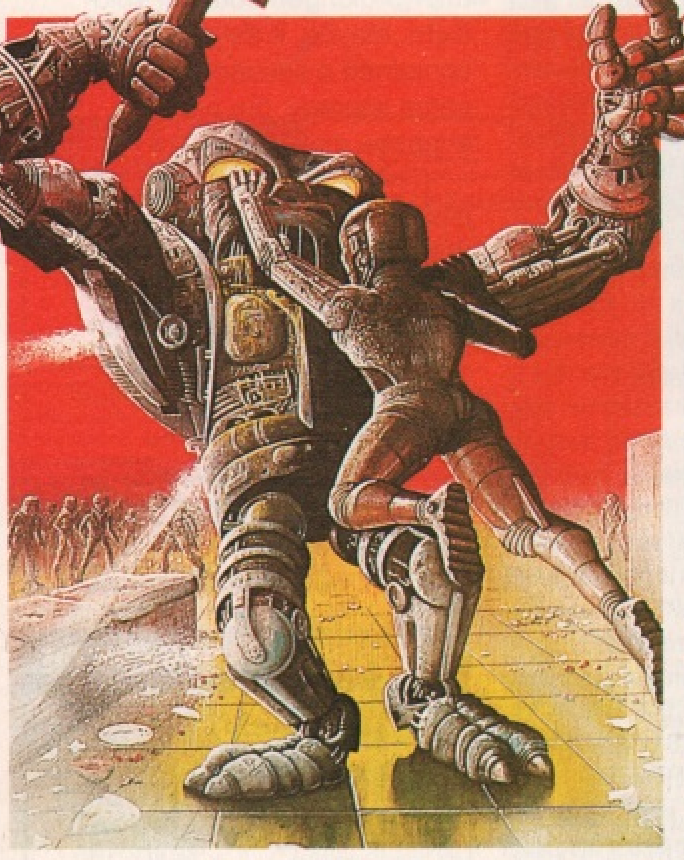
During the all-important fight, the controls are smooth and easy to access. However, in one-player mode the computer-controlled fighters have been made slightly too tough. By the time you reach the end of the bout, your robot's casing is virtually destroyed and the prize money isn't sufficient to buy a new set. Admittedly, as the player's skills improve, then the robot won't concede so many hits – even though there is still a strong element of hit'n'miss during the battles – but this initial difficulty may prove a deterrent and kill the urge to keep trying. That said, any such difficulties are a relatively small problem and when more monies are won and better weaponry added, *Metal Masters* starts to open up into a rather smart beat 'em up. It's by no means a classic, but a curious oddity nevertheless.

Steve Merrett

INFOGRAMES £19.95

"A nice slant on the popular beat 'em up theme"

GRAPHICS	75%
SOUND	72%
LASTABILITY	66%
PLAYABILITY	77%
OVERALL	**69%**



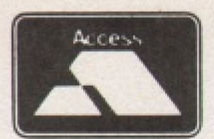




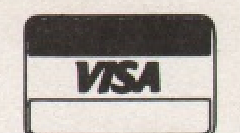


Above: Once you have bought your required armaments, you must piece the bits together before the fight can begin.
***Left*: The joystick is used to effect moves and, as the punches hit home, the opposing robot starts to crumble and weaken before eventually collapsing.**

***Right*: Standard armaments are the head lasers which are useful for smashing your opponent's body armour.**



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PGA TOUR

A game associated with dentists, sit com Doctors, and celebrities such as Tarby, Brucey, Cannon and Ball, and Tom O'Connor(y), EA now give you the chance to partake in this hearty sport – although the ribald jokes aren't obligatory thank goodness. Actually, *PGA Golf Tour* has been around for a couple of years already – having enjoyed immense popularity on the PC where it benefited from the normal wealth of options expected for the genre. The good news is, of course, that Electronic Arts have at last brought the game to the Amiga and that the machine has kept all its options open.

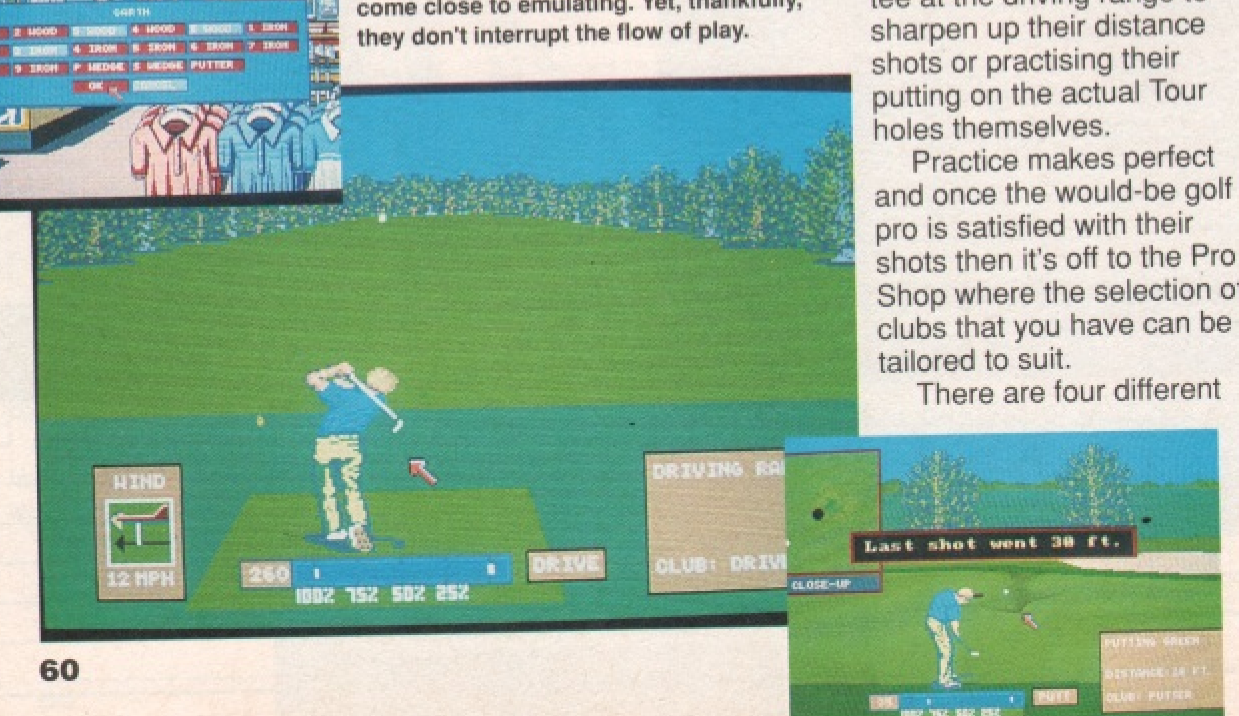
The best thing about golf, (other than the undeniable fact that in common with darts, physical fitness plays a secondary role), is that it is a competitive sport.

EA have made no disappointments here with up to four players able to play against each other.

The game begins from the PGA Tour tent where the player sets up the options for the game. This includes the number of players, and also whether they are controlled by the player or your trusty Amiga. The rank amateurs even get a chance to practice their game before entering a tournament proper and taking on the pros – either off the tee at the driving range to sharpen up their distance shots or practising their putting on the actual Tour holes themselves.

Practice makes perfect and once the would-be golf pro is satisfied with their shots then it's off to the Pro Shop where the selection of clubs that you have can be tailored to suit.

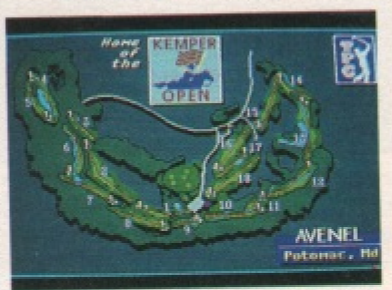
There are four different



PGA's many options give the game a sense of realism that most others of its type don't come close to emulating. Yet, thankfully, they don't interrupt the flow of play.



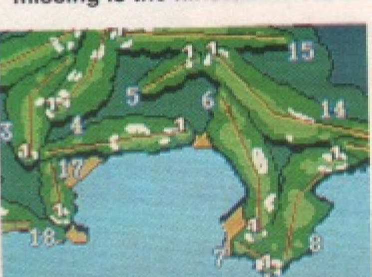
Each hole requires different tactics; study the maps first.



You then get a run through of the course plus some advice.



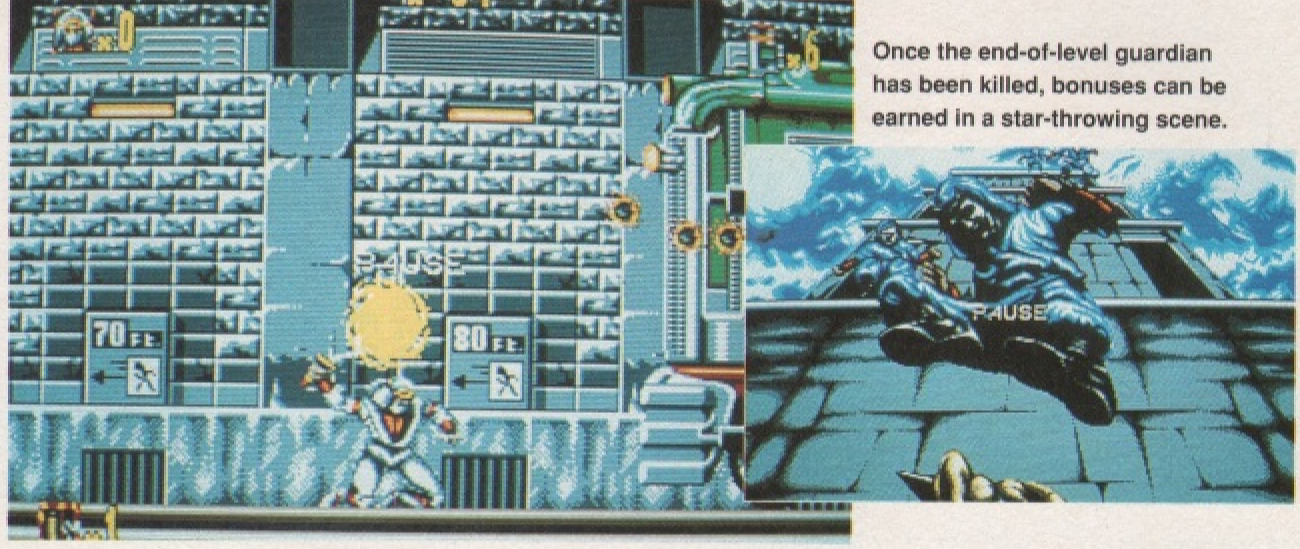
The only thing *PGA Tour Golf* is missing is the nineteenth hole!



SHADOW DANCER



Quite where *Shadow Dancer* stands in the long line of *Shinobi* sequels beats me, but the basic gameplay is pretty much the same as in the popular Sega coin-op, with literally hundreds of evil ninjas to maim and kill using your unlimited supply of throwing stars and a trusty sword. However, in a new twist to the genre, the heroic ninja is no longer alone in his quest, and is backed up by a faithful canine chum who can be sent ahead to weaken or kill any waiting assailants. Unfortunately, though, this belated addition to the repetitive action (admittedly a fault of the original coin-op) isn't enough to save the game from mediocrity.



Once the end-of-level guardian has been killed, bonuses can be earned in a star-throwing scene.

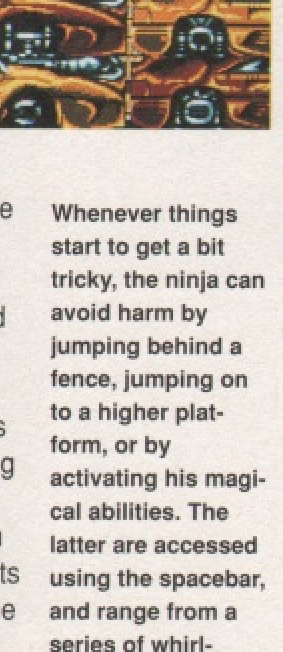
Shadow Dancer takes place over four stages, which are broken up into fifteen smaller sub-levels. The scenario tells of an organised band of terrorists who have seized control of a space shuttle and are threatening the lives of the passengers with a number of bombs. In addition, a number of larger devices have been secreted throughout the surrounding area and are set to explode unless the group's demands are met. Enter the Ninja, armed with his trusty hound, an unlimited supply of throwing stars, a sword, and a limited supply of 'ninja magic' – which act like smart bombs when activated, clearing the screen of attackers and flak.

Each level is made up of a number of platforms and scrolls in the usual eight directions. Scattered throughout each of these stages are a number of primed explosives which must be collected before the level is cleared. Control over the ninja is simplicity itself, with the joystick sending him jumping, running and ducking, whilst these combinations and the firebutton allow him to jump onto the the higher ledges or even behind fences, where the explosives are regularly hidden. Finally, the ninja's weaponry is accessed whenever the firebutton is pressed, although the visually impressive magic is activated by a quick press of the space bar.



In terms of presentation and content, *Shadow Dancer* is a very close conversion. Sadly, though, its addictive potential is let down by a few very annoying mistakes – the most notable being the awful sprite detection which allows the enemy's bullets to strike home before they come anywhere near you. In addition, there are sections where the ninja must jump down a level, but there is no way of seeing what's below and normally results in another unnecessary loss of life when you hit an attacker. These faults mar an otherwise enjoyable conversion. The idea of the dog is a good one and allows the player to clear a path ahead. The between level bonus game is also well implemented, but the game's faults tend to take the edge of the plus points, leaving *Shadow Dancer* as a decidedly average game.

Steve Merrett



Whenever things start to get a bit tricky, the ninja can avoid harm by jumping behind a fence, jumping on to a higher platform, or by activating his magical abilities. The latter are accessed using the spacebar, and range from a series of whirlwinds and firestorms to a ball-spewing Buddha – but they all serve the same purpose and clear the screen of any enemy ninjas and their flak.

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" A good conversion let down by bad detection "

GRAPHICS	78%
SOUND	75%
LASTABILITY	65%
PLAYABILITY	56%
OVERALL	**69%**

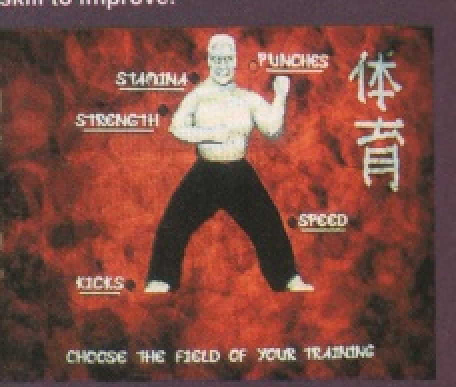
AMIGA SPEC

MEMORY REQUIRED	512K
SCROLL SPEED	7
COLLISION DETECTION	4
COLOURS ON SCREEN	16
LEVELS	15
DIFFICULTY LEVEL	7
GRAPHICS STYLE	ACCURATE

SPRITES COPIED DIRECTLY FROM THE COIN-OP AS ARE THE IMPRESSIVE BACKDROPS



Right: Our ageing Rutger Hauer-lookalike prances across the screen. *Below*: After each battle you can pick which skill to improve.



FULL CONTACT

Ruthless Triad gangs are on the warpath in Team 17's first ever release, a budget-priced beat 'em up which packs quite a punch.

Witnessing the cold-blooded murder of your family by Triad members, you swear revenge. Years later, after learning the deadly combat skills of an ancient order of monks, you're ready to track the gang down and bring them to justice.

Unfortunately, the years have obviously taken their toll as the character you control looks decidedly old and flabby, with greying hair and a sagging tum. Despite this outward appearance, the old codger can still mix it with the best of 'em and sets off to wipe out the remaining Triad members.

The sprites are fairly large, up to 120 by 90 pixels, and reasonably detailed. The sprite detection is adequate with a white flash appearing each time a hit reaches its target. Unfortunately, the game is let down by sparse animation which makes the fighters look clumsy and far from the agile and combative opponents you'd imagine them to be.

There's a pleasing number of moves ranging from leg kicks and punches to a good ol' fashioned kick in the nuts. There's also a slow motion option to capture each hit in all its gory glory. The silliest move, though, is when a player jumps up to avoid a blow – they look like prancing ballerinas rather than trained killers.

Defeat a Triad thug and you'll be invited to play a bonus game where you can improve various skills. Kill all eight and your family's honour has been avenged. For added lastability, a two-player option pits you against a friend in a fight to the death. There's also a tournament mode in which four to 16 fighters can compete in a winner-takes-all contest.

Full Contact is a more than respectable first game from Team 17 and it's positively a steal at £9.95.

Dan Slingsby

Crunch. A dog's teeth sink into our hero's nether regions. Ouch!

After finishing your training you take on the Triad gang members one by one in a fight to the finish.



An accomplished animation sequence shows the silhouette of a fighter against a setting sun.

THE TRIADS The Triads, often described as the far eastern equivalent to the Mafia, are in fact a secret society who act like vicious freemasons. In days gone by they laundered their spoils through – no pun intended – a network of dry cleaners. These days, however, Triads exist within the most 'respectable' of businesses – despite their immense profits through gambling, extortion, and heroin grown in the notorious 'Golden Triangle' of Hong Kong, Thailand and Malaysia. As with their Italian counterparts, they have a strong reputation for loyalty: in the thriller Dark Rain, Sato cut off his own finger as part of a Triad ceremony – while Andy Garcia had his head cut off by Triad thugs!!

TEAM 17 £9.95

"Get your kicks from a well-crafted beat 'em up"

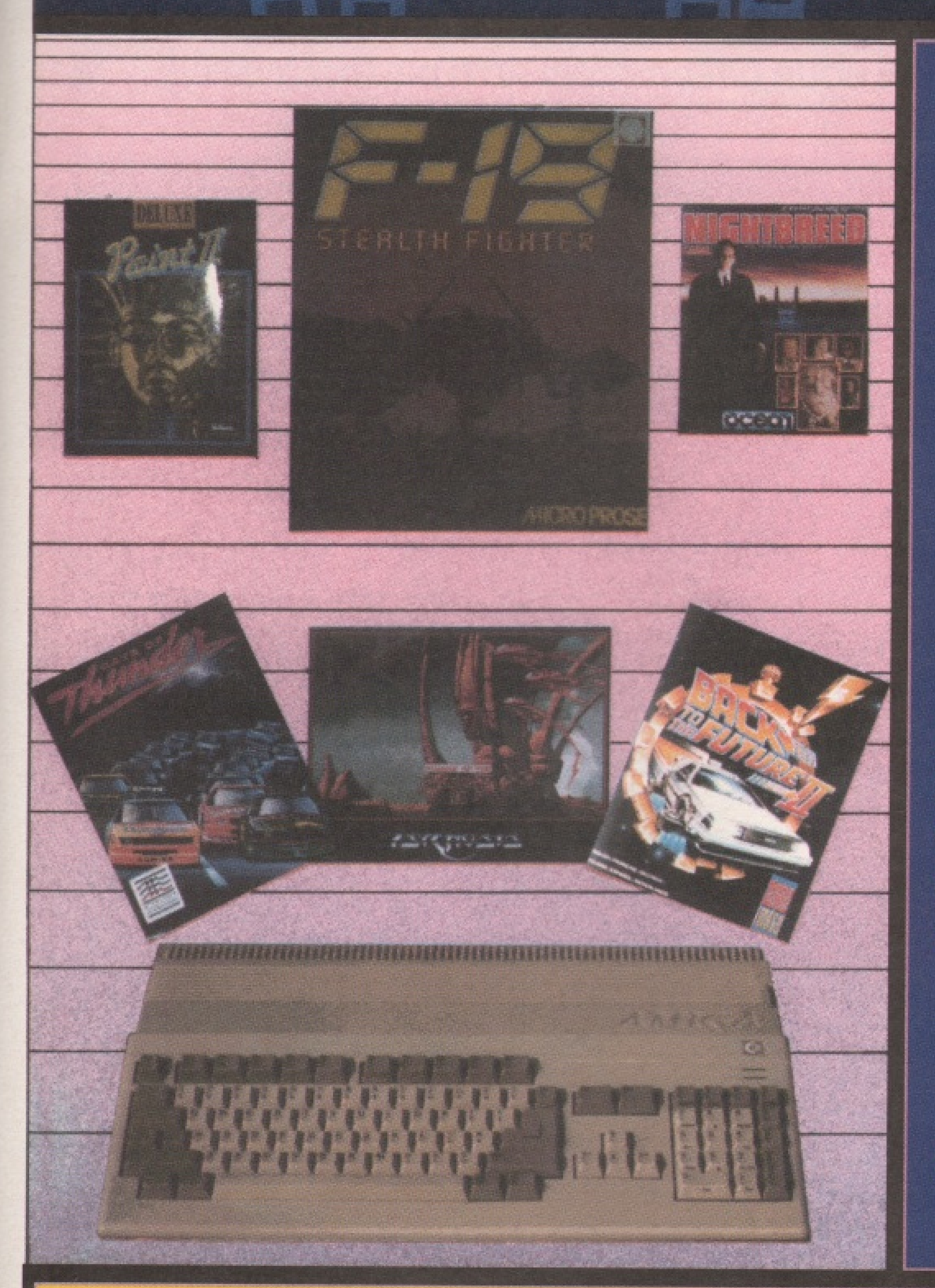
GRAPHICS	85%
SOUND	75%
LASTABILITY	78%
PLAYABILITY	84%
OVERALL	**80%**

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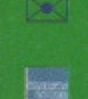
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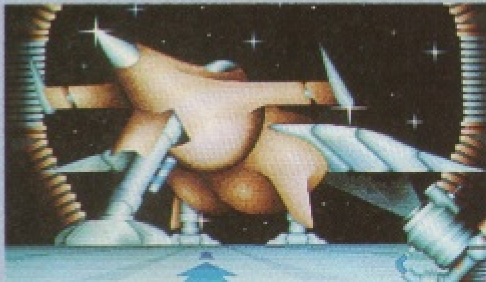
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CU 05/91

Above: Doc Cortex, the only child of Boris Cortex and Artificial Womb S-xi, has the brain the size of a planet and was first to realise the threat posed by Demoniak and his evil hordes. *Below left*: Madlock and Sondra, two of the superheroes called together by Cortex. *Below right*: Proteus, the living ship, used to space hop around the galaxy.





TO SAVE A UNIVERSE

The game boasts a futuristic sci-fi scenario concocted by comics legend, Alan Grant. An evil and twisted anti-god from another universe is intent on breaking free from his cosmic-shackles and bringing his evil pestilence to bear on another universe, namely ours! In his way stands the mental marvel, Doc Cortex, and a band of four bizarre superheroes calle together at the Doc's request. Their mission is deadly and fraught with humour, as they attempt to find the missing parts to the Ultimate Bomb and use it to blow up the inter-dimensional porthole through which Demoniak's alien legions are set to enter our universe. Taking the role of Johnny Sirius, who's all-muscle and little brain, it's up to you to guide the team across the galaxy in search of the missing bomb components. On your journey you'll encounter a warrior ape, an alien shapeshifter who uses the form of a beautiful woman to lure his victims to their death, a titanium-hardened war droid with a personality based on John Wayne, and many, many more.

DEMONIAK

For those of you who thought the text adventure dead and buried, think again. Palace Software have radically revamped the genre for today's retro-gamers fed up with 3D blasters, inane puzzlers, and tedious platform romps.

Demoniak is both a text adventure and simulation. While most adventure games follow a linear storyline with various puzzles to solve along the way, *Demoniak* attempts to simulate a 'game-world' populated by independent characters that continually interact with the player or each other, both on and off-screen. While you're controlling one character, over fifty other individual characters will carry on their lives in other game locations. Even if the player is on one world, two characters may be having a fight to the death on another.

Despite a marvelously-entertaining manual which features small biogs of all the main characters, the game itself is rather less fun. The parser is, at best, merely adequate and often frustrating in the small number of commands it will accept. The unfolding story lacks the sharp and sophisticated humour of some of the recently-rereleased budget Infocom titles such as *Hitchhikers* and *Leather Goddesses*. And much of the text is excessively repetitive, annoyingly so if the computer is allowed to continue the game for a few moves by itself. Many of the fight scenes drag on interminably, with every parry and thrust detailed in laboured English.

Demoniak does offer some distinct advantages over other text adventures, not least the ability to become other characters during the game. In all, there are more than fifty characters on the loose, and it's possible to become almost any of them at any time. This allows you the freedom to planet hop around the galaxy and become emmeshed in events which have nothing to do with the overall plot of the game. It's a novel approach and means that if you get stuck with one character, or even killed, you can continue on your quest with another. One of the four superheroes, Sondra, also has the ability to read minds which offers an interesting slant on things – it's even possible to read the mind of an enemy when locked in mortal combat with them!

Although there's no in-game sound, there are a number of graphic screens at various points in the game and a meaty intro sequence. Ultimately, however,



Flame, a teenage pyrokinetic, and Johnny Sirius, a hybrid born of the first human/alien coupling, join thre fight against Demoniak.

Demoniak is uninspiring. The forced humour becomes irritating after a while and the plot banal. An exceptionally average text adventure.

Dan Slingsby

PALACE £24.95

"A text adventure full of unfulfilled potential."

GRAPHICS	80%
SOUND	N/A
LASTABILITY	84%
PLAYABILITY	74%
OVERALL	**75%**



The evil Demoniak's tongue licks the lifeforce from another of his countless victim.

TWo FOR THe PRiCE Of The One



In May you'll find an issue of The One 100% dedicated to the Amiga computer. All that's best in Amiga gaming will be inside. And on the outside you'll find not one but TWO disks!!

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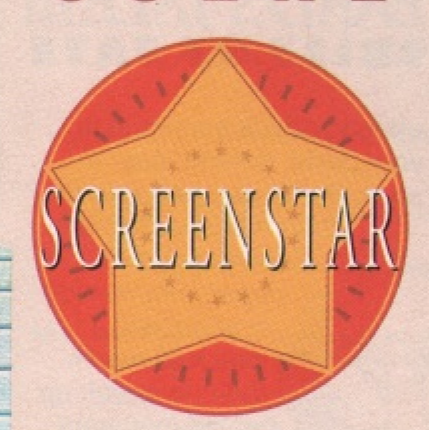
E. Motion the game was programmed by the Assembly Line team and won every top magazine rating going on its release last year. **The One** itself commented: "A work of genius" and awarded it 92%.Other mags were less stinting in their praise.

Last year it cost £24.99. Now it can be yours in full, along with the best Amiga magazine in the business, for just £2.95.

Streetdate is April 26th - don't be the only one to miss out...







The dungeons are huge, and you'd be lost without the auto map and a compass.

BARD'S TALE III

THIEF OF FATE

After a three year wait, the third part of the classic *Bard's Tale* series has finally arrived. *Thief Of Fate* boasts more character classes, more spells, eighty multi-level dungeons and seven dimensions.

This time you and your merry band of heroes are called upon to rout the Mad God Tarjan, who holds the seven dimensions in his evil grip. The first thing to do is create the characters who will form your party, or down-load them from the previous game. Initially, you can employ rogues, bards, warriors, monks, conjurors, magicians, paladins and hunters, but as the game progresses and characters gain experience, a further six classes can be selected.

Every time the party wins a battle they gain experience points. Once they've gained a certain amount they can go to the review board to have their powers enhanced. As they increase in skill, characters gain special abilities: warriors have extra attacks; rouges can hide in shadows; and magicians get extra spells

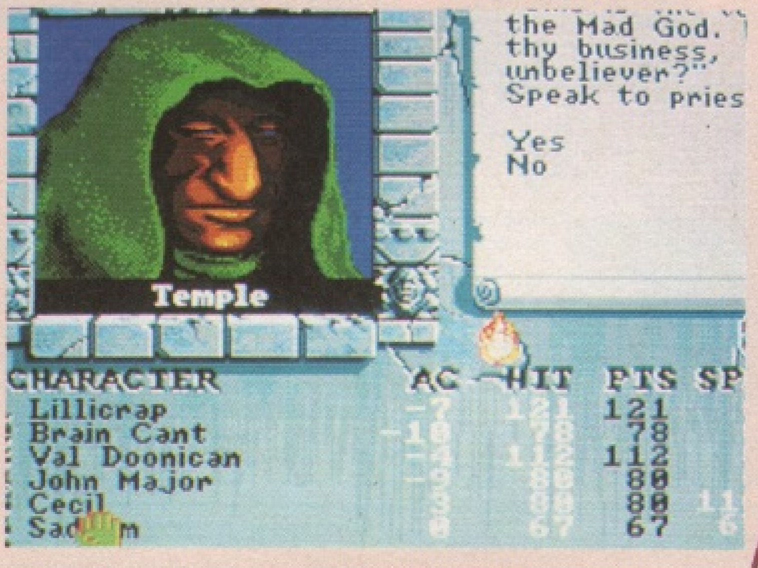
The first place to visit is the city of Skara Brae, a ghost town with only three visible locations. There's a secret weapons cache opposite the city gates which contains many items crucial for an early success. Just off the main square is the old review board. Here's where you'll get information on your quests and have your characters advanced. The training dungeon for new characters is situated on the main square, the object here is to defeat Brilhasti Ap Taj, one of Tarjan's lieutenants.

The control system is remarkably easy. A graphics window in the top left of the screen shows you the surrounding area plus any enemies. Clicking either side of the window turns the view by 90 degrees, and clicking at the top moves the party forward. All other commands are accessed with a single key press.

When the party encounters the nasty slathering beasties that populate the realms, the game automatically switches into combat mode. The first four characters can physically attack and be attacked while any others either sit back or use magic. There are only a few options: attack the ➢



Undead creatures such as Zombies and Ghosts can cause additional damage, such as ageing and poisoning. An aged character has all his statistics reduced to one point.



The window in the top corner of the screen shows your location and any creatures you're facing, the box next to it gives you a blow by blow account of fights.





BARD'S TALE III
THIEF OF FATE

enemy; attack someone in your party; defend; cast a spell. Bards can sing one of their magic songs and thieves get the opportunity to hide in shadows, which allows them to sneak up behind monsters and knife them in the spine.

Exploration accounts for a large part of the game. The dungeons tend to be large, multi-level affairs with hazards like invisible walls and gas traps. Occasionally, you're required to answer questions relevant to clues you should have found earlier on. If you answer incorrectly you have to backtrack your steps until you find the solution.

Each of the seven dimensions has its own theme. There's a mechanical world where you're pitted against robots, an ice world, a forest world and a war zone containing Stalingrad and Berlin from World War II as well as other famous battle grounds. It's this variation in style that separates *BT3* from its predecessors – casting a Nuke spell on a group of Nazi stormtroopers is good fun.



As the game progresses the opposition and the puzzles become very difficult, it becomes necessary to visit earlier sections of the game to slaughter a few dozen denizens and build up experience points.

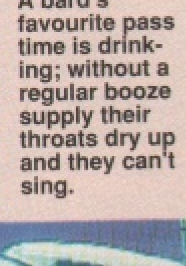




Magic users tend to run round in cloaks and look at you through glowing read eyes. Chronomancers are the only magic characters who can fight as well as cast spells.



As the dungeons get larger the cratures get tougher. It's worth avoiding some monsters later on in the game.



A bard's favourite pass time is drinking; without a regular booze supply their throats dry up and they can't sing.





Defeat a monster and you'll earn some treasure. Magic items are often found near the corpses of vanquished foes.

The inclusion of an automatic mapping feature is a major asset. Every time you move to a new location the mapper records it and updates your new position.

The character and monster graphics are well drawn and nicely animated. The 3D scrolling that featured in the previous game has been omitted, though this doesn't affect the gameplay at all. *Thief Of Fate* is very well presented and easy to get into. Back ups of both disks have to be made before the game starts as information on the characters is constantly updated.

This is definitely the best in the series. It's playable and very absorbing. Let's just hope that this isn't the last we're going to see from the singing Bard.

Mark Patterson

OCCUPATIONS

A balanced party should contain a Bard, two mages and a rogue as well as two other characters. Each class has its own special abilities which should be exploited.

Paladin – Can use all weapons and has a high resistance to magic.
Warrior – Gains an extra attack every four levels.
Hunter – Has a critical hit ability.
Monk – Very good armour class and multiple attacks.
Rouge – Can disarm traps and hide in shadows.

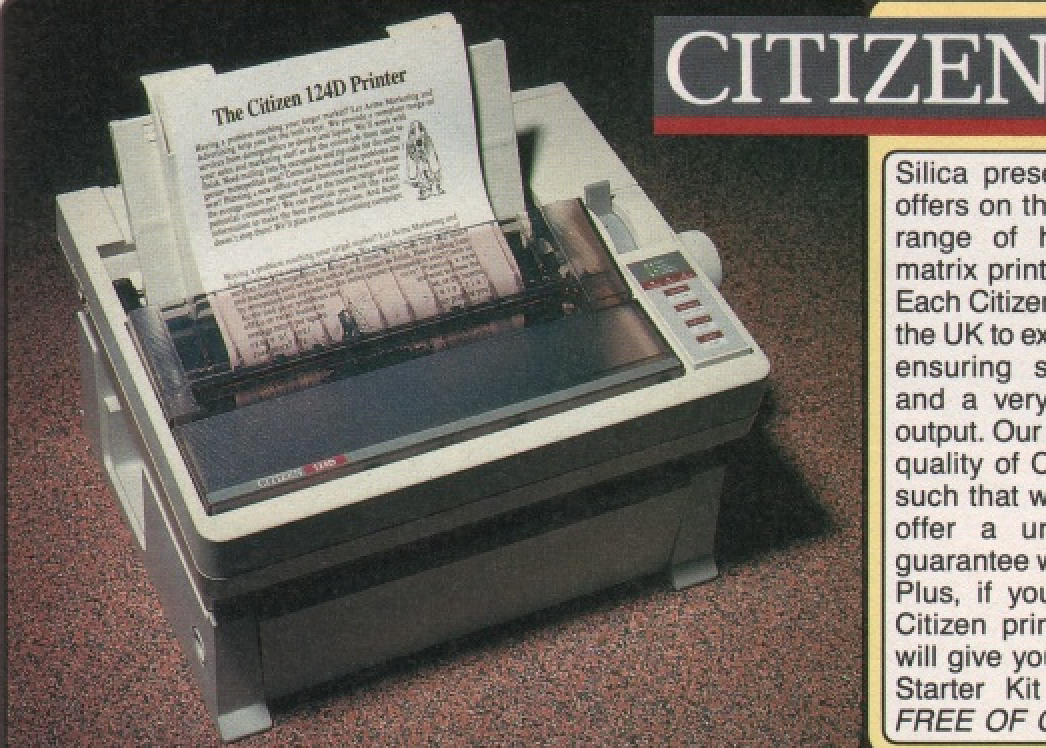
Mages play the most significant role. Conjurors and Magician have very limited spells, but as they gain experience they can become wizards, sorcerers, Archmages, Chronomancers and Geomacers. The spells obtainable at these levels can do anything from summoning demons to crushing the life out of every enemy you face.

ELECTRONIC ARTS £24.99

“A worthwhile addition to the classic series...”

GRAPHICS	74%
SOUND	71%
LASTABILITY	91%
PLAYABILITY	87%
OVERALL	**89%**

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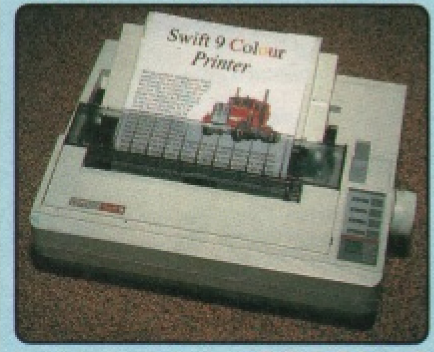
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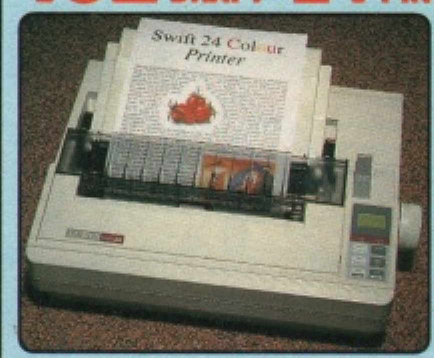
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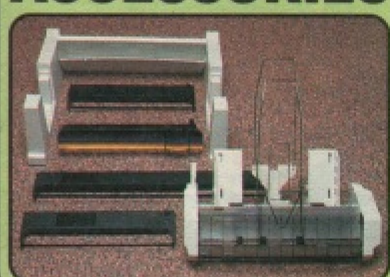
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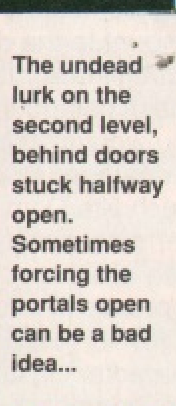
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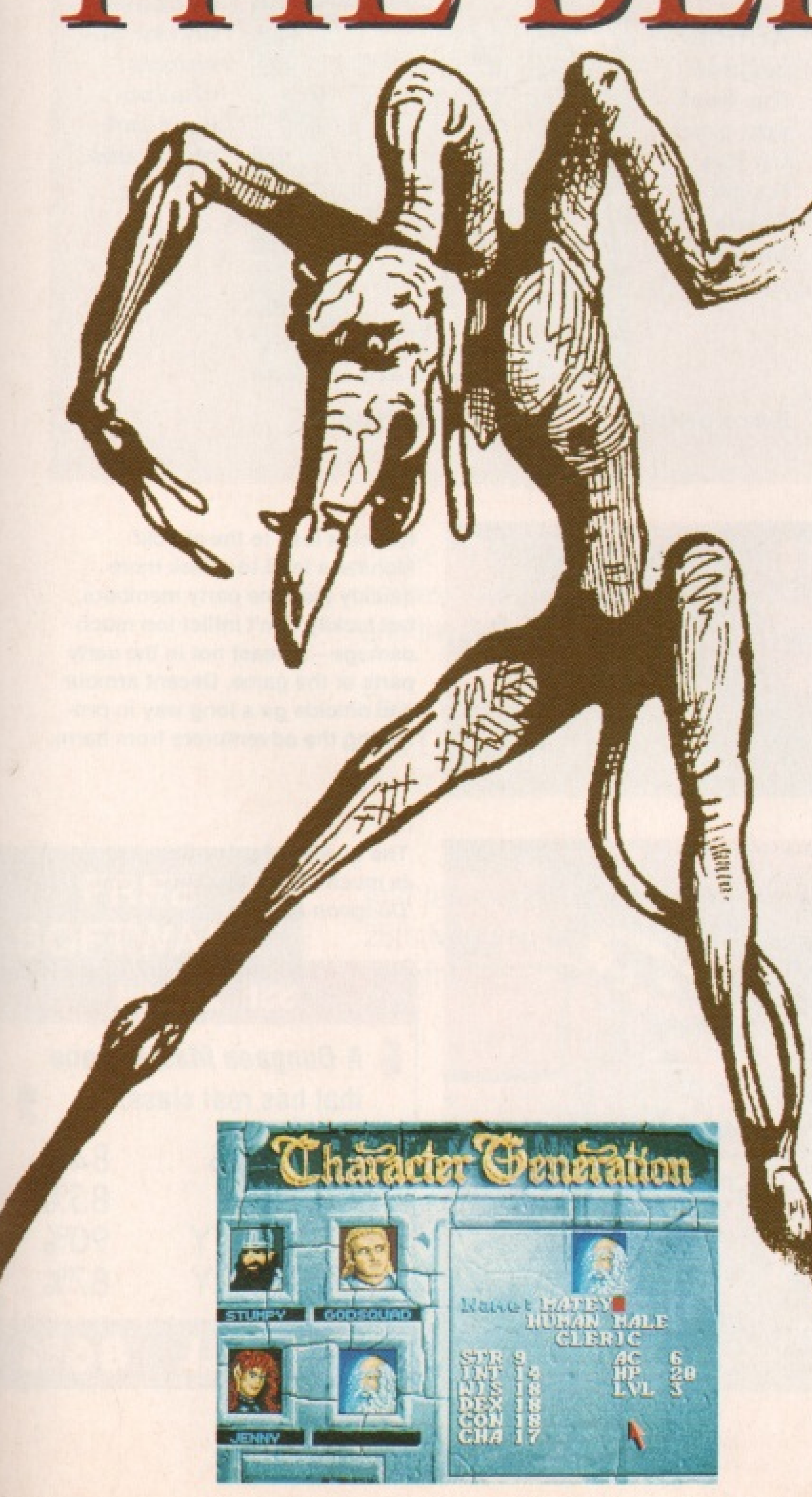
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The undead lurk on the second level, behind doors stuck halfway open. Sometimes forcing the portals open can be a bad idea...

EYE *of* THE BEHOLDER



Eye Of The Beholder is the latest in SSI's range of Advanced Dungeons and Dragons games, and marks a radical change from the rest of the series. Previously, the games have had a strategic feel, interrupted by strictly-ordered combat sequences. *Champions of Krynn* was a good example of this, but suffered from a distinct lack of atmosphere – *Beholder* more than makes up for this.

The city of Waterdeep is being plagued by assassins. Khelben, the Lord of the city, suspects that the neighbouring states of Amn and Calimsham are behind the troubles, and reasons that the safest place to hide is underneath the city in its extensive sewer system. To protect himself, he gathers together a band of adventurers to explore the underworld, destroy the source of evil and report back to him. You are the leader of the chosen party, and the fate of Waterdeep's inhabitants is in your hands...

The game comes with a pregenerated party, but the option to create a new set of adventurers is available. These characters can be from any race: human, dwarf, elf, half-elf and halfling. The class of the character determines the skills; for example a Ranger is a tough fighter but knows no spells. Magic users on the other hand have access to a host of spells but are useless in a brawl. The ability to sustain damage is measured in hit points, with fighters having more than spell-users. With four heroes to start with, it's easy to have an unbalanced party. Later in the game the party meets up with waylaid adventurers, some of whom will want to join you on your mission (there are slots for another two on the display).

The 3D display features some great graphics including the slime-covered sewers and the evil creatures that make it their home. The mouse controls the party's movement and the direction they are facing. A built-in compass helps prevent the more hapless player from losing his way, and makes mapping much easier.

There are secret rooms around the dungeon, light-coloured stones in the walls betraying their presence. A host of devious puzzles are also included, so a bit of brain work is needed to crack the tests and get on to the next part of the complex. Monsters vary from the weedy kobolds to the evil and deadly Drow, a form of dark ➤

EYE of THE BEHOLDER

➤ elf. Some creatures cast spells at the party whereas others have poison or dangerous weapons. When a party member takes too much damage, he or she falls unconscious and needs healing quickly to avoid death. Thieves use their lock picks to get the party past seemingly unpassable doors and gates and Clerics have holy symbols to scare the life out of vampires and zombies.

The sound effects make a huge difference to the atmosphere of the game, with creaking doors and hideous screams. Perhaps the best thing about the game is its accessibility; players new to the world of roleplaying will have no trouble learning how the game works, and the rulebook is clear and comprehensive.

This game will no doubt attract a great deal of criticisms for being so similar to *Dungeon Master*, and it's true that *Beholder* owes a huge amount to the design of *DM*. But ultimately this argument doesn't stand up – after all, you wouldn't dismiss a type of champagne for tasting too much like Dom Perignon! *Beholder* simply takes the idea of *Dungeon Master*, improves it, and adds the feel of AD&D roleplaying with its character classes and general gameplay. The partial map of the first three levels that comes with the game helps you to get straight into the sewers, and is another pointer to the effort that's gone into the product.

Beholder is not without its faults, though. Characters are far too weak at the beginning of the game, and a little more variety in the design of the dungeon would have been an improvement. However these points are only tiny niggles that don't really detract from a fine game that is a must for those who've enjoyed *Dungeon Master* – let's hope that SSI release more in the series!

Matt Regan

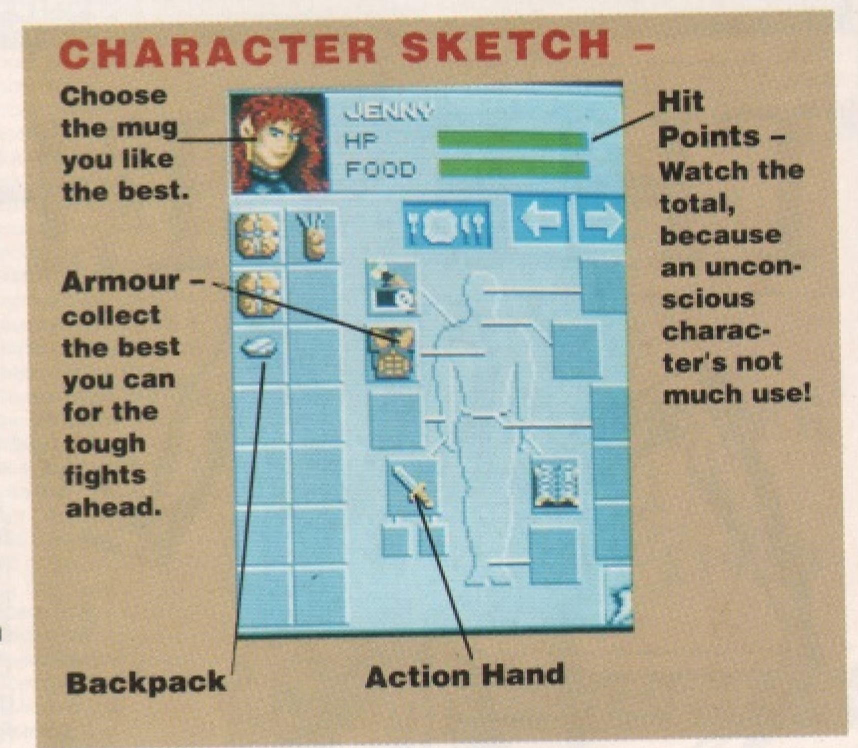
HINTS AND TIPS

Food is vital to keep the party healthy and, like the previous SSI games, a camping option rests the party giving the clerics time to heal wounded people and spellcasters the chance to relearn spells. When items are found they are put in backpacks, with the obvious exception of weapons and other vital equipment which go in the action hand of each character. Finding armour and shields for the fighters is a priority, and as monsters are defeated the characters rise in experience levels. For fighters this means more hit points and a better chance of hitting what they aim at, while wizards learn more spells, and get to learn powerful incantations such as healing and fireballs.



It's worth picking up this pile of bones as they come in handy later on in the game.

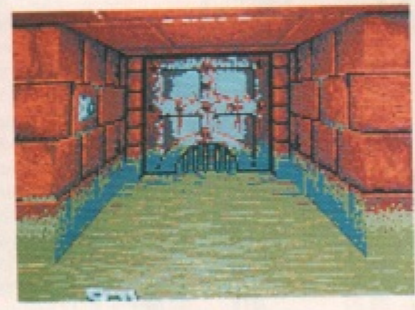
CHARACTER SKETCH –





On the first level watch out for light-coloured blocks that indicate the presence of secret rooms.





Kobolds leap to the attack! Monsters tend to attack more quickly than the party members, but luckily don't inflict too much damage – at least not in the early parts of the game. Decent armour and shields go a long way in protecting the adventurers from harm.



Among the many horrors lurking in the catacombs are pongy drains, but hitting them doesn't help unfortunately.



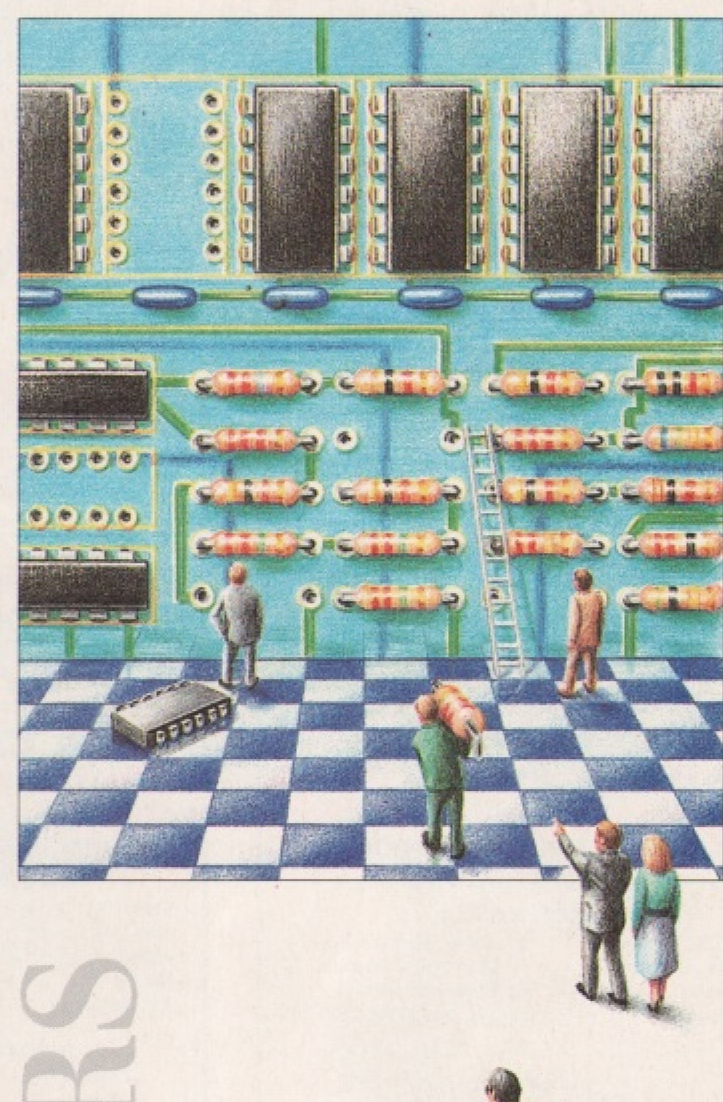
The quality of animation is much higher than in *Dungeon Master*.

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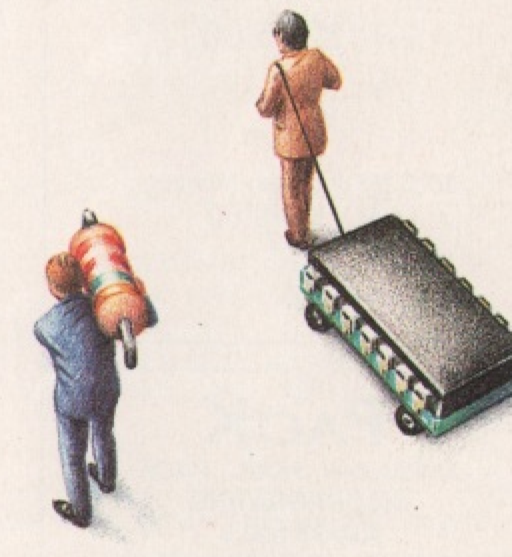
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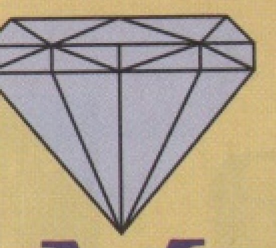
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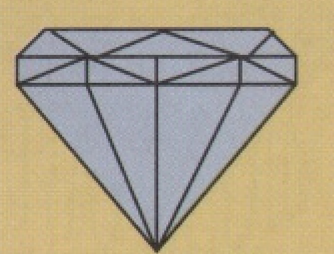




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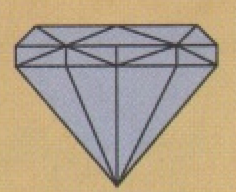
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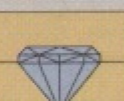
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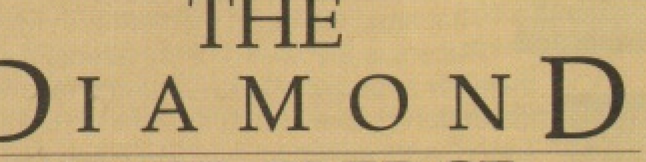


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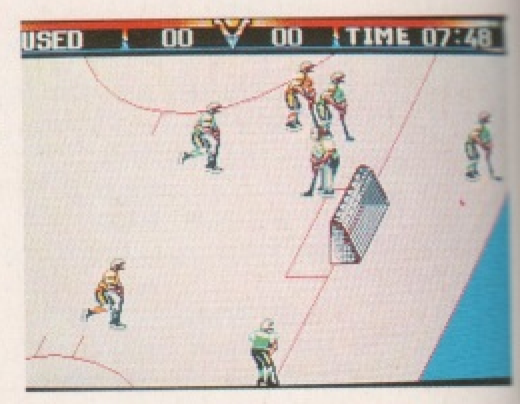
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INTERNATIONAL ICE HOCKEY

Ice Hockey is an incredibly fast and violent sport, which comprises speed, accurate passing and a high level of action. Bearing this in mind, it would have been nice if Impulze could have incorporated at least one of these key features into their simulation of the popular sport. Instead, we have a dull and tedious – not to mention unbelievably slow – simulation, with all of its good features effectively chopped out. On loading, the game presents a number of options, ranging from the turning speed of each player to the time allotted for each match. Once these are passed, a Dan Ackroyd lookalike commentator appears, and it's on to the action.

The game is played from a tilted point of view from the side of the rink. To follow the action, the screen scrolls in eight directions, keeping the player nearest the puck in the centre of the screen. All of the game's basic rules apply, and whenever a rule is broken, the ref will intervene and play will be temporarily halted – the trouble is that this happens so often that the game never really gets going and the stops are annoying. In all, *International Ice Hockey* is one of the worst sports sims I have seen in a long, long while. Its implementation is slow and dull, and none of the sport's thrills are captured or recreated. A terrible game, and fans of the sport should stick to Mindscape's Wayne Gretsky licence, which drops on this from a great height.

Steve Merrett







Goalmouth action as the game starts to hot up – well, get warmer...

IMPULZE £24.95

" Contains none of the sport's speed or skill "

GRAPHICS	34%
SOUND	41%
LASTABILITY	23%
PLAYABILITY	45%
OVERALL	**30%**

MOONSHINE RACERS



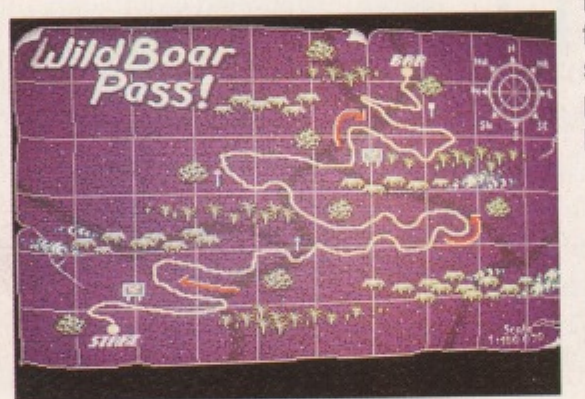
During the late seventies, 5:15 on a Saturday afternoon was a time when kids all over the country were engrossed with the thrilling adventures of those popular Duke boys, their uncle Jessie and the delectable Daisy - not to mention Boss Hogg and his bumbling sheriff, Enus. Thankfully, the Dukes Of Hazard's TV run only lasted a couple of years or so when it was superseded by a trendier, more action-packed programme. However, Millenium have now taken the basic theme of the naff American series and incorporated it into their entry to the race genre. By assuming the role of a couple of southern county Hooch smugglers, Ike and Billy-Joe, *Moonshine Racers* is a novel twist on the ancient 'race against time' theme.



The Moonshine of the title is a potent, home-grown whiskey which is quaffed illegally by the locals. However, the production of this liver-rotting fluid is illegal, so the Boss Hogg-inspired Sheriff, one 'Fat' Sam, along with his daughter and dog, have dispatched squad cars to ram them off the road and stop the delivery. However, if the delivery does get through, then Ike and Billy-Joe can upgrade their rickety old truck's facilities with better engines and tyres – in addition, the hooch itself provides a useful nitro-style boost, but your bonus depends on a set amount of Moonshine reaching its destination.

The idea is basically a twist on the *Chase HQ* theme. The use of words such as 'Hot Diggerdy' and some neat banjo music create a humorous and enjoyable atmosphere. That said, the basic problem with Moonshine Racers is the speed of the action. As it stands the slow speed and jerky update – even when faster vehicles are bought – kills off any feeling of speed, and leaves *Moonshine Racers* with bags of potential but nigh-on zero playability. A great disappointment.

Steve Merrett



Hillbilly humour comes to the Amiga in *Moonshine Racers*, a rootin', tootin' race game from Millenium. The fun starts with a rip-snortin' intro sequence and continues apace.

MILLENIUM £24.95

" A great idea let down by awful implementation "

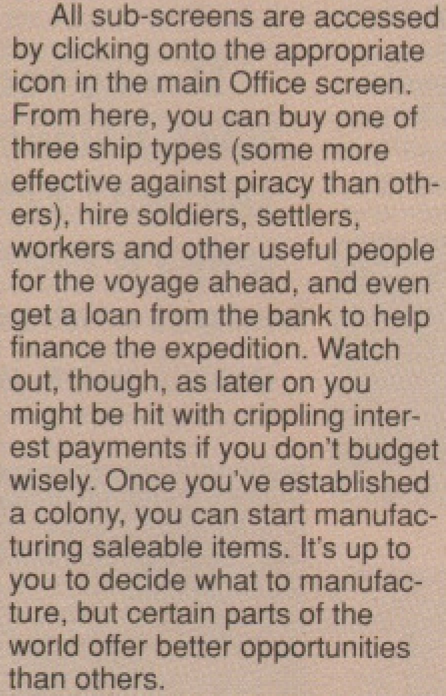
GRAPHICS	67%
SOUND	85%
LASTABILITY	61%
PLAYABILITY	59%
OVERALL	**60%**

MERCHANT COLONY

Impressions invite you to step back through the mists of time to the glory days of the British empire. *Merchant Colony*, their latest release, is set in the eighteenth century when 'Rule Britannia' still had some meaning (dubious though it was) and the British Empire dominated the world map.



Merchant Colony is a trading, war and development game which purports to be a semi-realistic representation of colonial rule and trading conditions from 1700 upwards. Your aim is to establish new colonies, build up manufacturing capabilities, and then ship the produce around the world, hopefully selling it at a large profit. Of course, it's not as simple as that, as rival colonial powers compete for territory, pirates launch hit and run raids, storms destroy shipping, natives rebel, and even the price of goods can sink to an all-time low if you're not to careful.



All sub-screens are accessed by clicking onto the appropriate icon in the main Office screen. From here, you can buy one of three ship types (some more effective against piracy than others), hire soldiers, settlers, workers and other useful people for the voyage ahead, and even get a loan from the bank to help finance the expedition. Watch out, though, as later on you might be hit with crippling interest payments if you don't budget wisely. Once you've established a colony, you can start manufacturing saleable items. It's up to you to decide what to manufacture, but certain parts of the world offer better opportunities than others.

After building up sufficient forces, it's then possible to launch attacks on neighbouring settlements and either impose your will or strip them of valuable assets. If a settlement is protected by a fort, it won't be easy to defeat the locals, but a small native village is easy pickings. Natural hazards include plagues of locusts, tornados and icebergs which are dangerous to shipping. News items run along the bottom of the screen and help keep you up to date on important developments.

There's a lot to do in *Merchant Colony* and it'll certainly take some time to build up a network of trading colonies. However, the game suffers from poor quality graphics, virtually no sound, and a cumbersome control system that involves accessing numerous subscreens which is rather annoying and time consuming. As an educational tool, its value should not be underestimated – it offers a useful insight into a period of history from our ignoble past and comes complete with an authoritative booklet which helps put the game into some sort of historical context.

Dan Slingsby

IMPRESSIONS £24.95

" An historically-accurate colonial trading sim "

GRAPHICS	52%
SOUND	10%
LASTABILITY	68%
PLAYABILITY	58%
OVERALL	**59%**



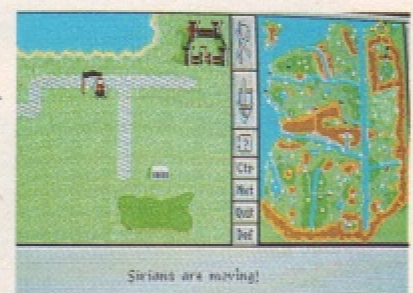
WARLORDS

A good, easy to understand wargame is a rare thing nowadays. *Warlords* from SSG is one such game. It's very well presented, using a simple point and click system and there are no complicated commands or lists.

The objective is simple. Destroy the seven rival warlords and place yourself as ruler of the country. To win you need to conquer cities. Each lord starts with just one city, all the others are computer controlled. Cities generate money, and the more money you have the more armies you can buy.

Almost every city can produce light infantry units. Depending on their location they can also generate special armies such as giant infantry, wolf riders, cavalry and griffins. These units are usually extra strong and fast and score movement bonuses on certain types of terrain.

The seven Warlords take some beating, so spend time on your armies.





Plenty of normal wargame features are used. The distance a unit can travel is determined by its movement rating; its combat strength is worked out by using the units strength in conjunction with the type of terrain.

Warlords is extremely simple and very playable. There's no challenge here for experienced wargamers, but I'd definitely recommend this for amateurs.

Mark Patterson

SSG £24.95

" An addictive and highly playable wargame "

GRAPHICS	69%
SOUND	56%
LASTABILITY	83%
PLAYABILITY	79%
OVERALL	**77%**

PLANETFALL

A rags to riches story. A game where the underdog has the potential to save the day and become a star! *Planetfall* is a text-based adventure or, to use the posher term, interactive fiction. *Planetfall* takes you 12,000 years into the future and things seem pretty much the same. Boredom still reigns supreme if you are an Ensign Seventh Class – all you have to look forward to is mopping the floor. However, this reckons without crazy turns in fortune and the untimely explosion of your mother ship.

The game has some amusing quirks; for example, when being verbally blasted by your superior officer, typing in the command 'smile', will earn you a 'how pleasant!' comment - and more punishment! Being violent and aggressive is unlikely to be of any help in solving the puzzles. In fact, it is more likely to end in an early death. Politeness is a better bet to achieve the desired objectives. A fascinating aspect is meeting different cultures of alien life forms. Not offending Fussbudgets is a much needed exercise in diplomacy. Aliens with hurt feelings have a habit of blasting people into trillions of pieces. A frustrating feature of *Planetfall* is in not recognising or understanding words contained in your in-put commands. It sometimes takes quite a few attempts at rewording your command to obtain the correct response. *Planetfall* is an absorbing, brain racking game. Much of the game's strengths lie in trying to puzzle out the correct commands in order to find clues. Its addictive qualities will probably make you wake up in the early hours of the morning, thinking of the perfect command to solve the riddle of the entire universe!

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FISTS OF FURY

The compilation *Fists of Fury* is an exhausting experience. Four games of endless fun: punching, kicking, killing – name your dubious pleasure.

In *Double Dragon II* , so many fists and feet fly that one feels punch drunk after several seconds. The huge bozos you are pitted against make Arnold Swarzenegger look like Pee Wee Herman. Even chains and daggers are of little help. These guys hover over your supine body, denying time to collect your wits, let alone anything else. The story line involves the tired old chestnut of rescuing a damsel in distress. Is it necessary for the lads to have an excuse for a rumble? I think not. *Double Dragon II* is an entertaining grunt-a-minute game. It will appeal to fans of Captain Scarlet, as the sprites move quirkily like the super hero puppet.

Shinobi is basically the same as *Double Dragon II*. Only children have to be rescued this time. But why save kids who wear fluorescent orange and yellow clothes? For mega points, of course! The hero also favours unusual taste in clothes. He sports a quaint pair of knee-length luminous green socks and blue shoes. These dangerous implements are used to kick the nasty greyish Mohicans. Interesting colour combinations but fairly uneventful gameplay.

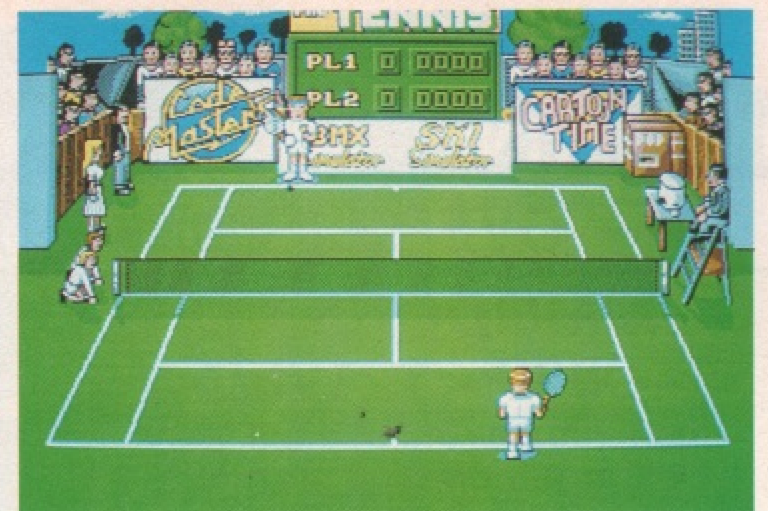
Ninja Warriors is the best of the bunch; a sophisticated beat 'em up. The scarlet clad hero has awesome weapons, including razor sharp scimitars to destroy nasties. Your task is to kill the evil madman, Bangler. Hack your way through myriads of militia, winged monsters and the deadly Ninja robots. It's also necessary to eliminate some rabid dogs who growl and lunge threateningly. What would the Animal Liberation Front think? And





QUATTRO SPORTS

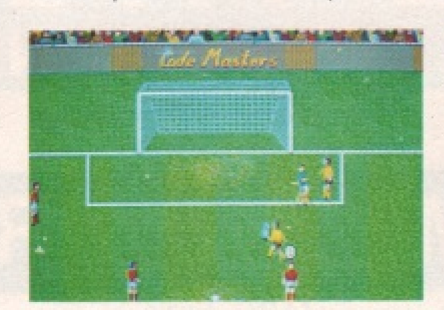




An action-filled quadruple helping of exhausting sporting action. It may not be an exact replica of the finals of Wimbledon or the World Cup, but *Quattro Sports* is pretty lively entertainment. The *BMX Simulator* is an energetic place to start. The bird's eye view of the track is an unusual position which certainly makes you think about perspective. Racing around the track takes practice as the steering is difficult to master and turning corners is fairly tricky. A neat feature is viewing the action in slow motion. Although this game is perhaps not the greatest in the pack, it may well appeal to bike freaks.

A good way to improve your backhand is to play *Pro Tennis* – only there's no backhand! However, there is practice aplenty to be had in the matches (1,3 or 5 sets). The graphics are fairly comprehensive; the court is kitted out with a scoreboard, audience and line judges. It's a good idea to become skilled in serving, smashing and lobbing before going for the five setter. So sweat bands at the ready and pick up your trusty racquet. An absorbing game that will have you saying 'just one more game'...

Wemberlee! No actually, it's *Italia 1990.* Probably the only chance you will ever get to beat Brazil or Italy. The best game of the pack which is filled with lots of goodies. The soccer skills section has sprint training, ball control, goalkeeping and penalty taking. The latter is great fun and very satisfying to beat the goalie. And then it's on to the match proper: the 11-a-side competition. The game play itself could be at a faster pace to liven it up.



However, the pitch looks immaculate and there is a capacity crowd to cheer the teams on. *Italia 1990* should be kicking around for a long time to come.

Featuring the prettiest graphics of them all, *Advanced Ski* is for the yuppies of the computer game world. Atmospheric cheering from the crowd sounds just like that on 'Ski Sunday'. Guide the skier down the slopes to qualify for the next piste. The controls are cumbersome at first as the skier takes a tumble fairly easily and frequently. Once this has been mastered, *Advanced Ski* will give you a taste for the joys and perils of joystick slaloming.

CODEMASTERS £12.99
OUT NOW 78%

that's the scenario, basically. *Ninja Warriors* is an absorbing game with excellent graphics, animation and action.

Definitely the odd one out in this collection is Activision oldie, *Dynamite Dux,* a cute and cuddly game about ducks with a terrific punch. Bin and Pin do battle with very strange creatures, which are like refugees from a nightmarish Playschool – Sumo Pigs, Snappy Dogs, Boxing Crocs and many more beasties. The game is great fun and packed with imaginative characters. It comes as a welcome relief from the more serious Ninja psycho killer games.

Overall, a top-notch collection worthy of consideration.

16 BLITZ £24.99
OUT NOW
85%

CONTINENTAL CIRCUS

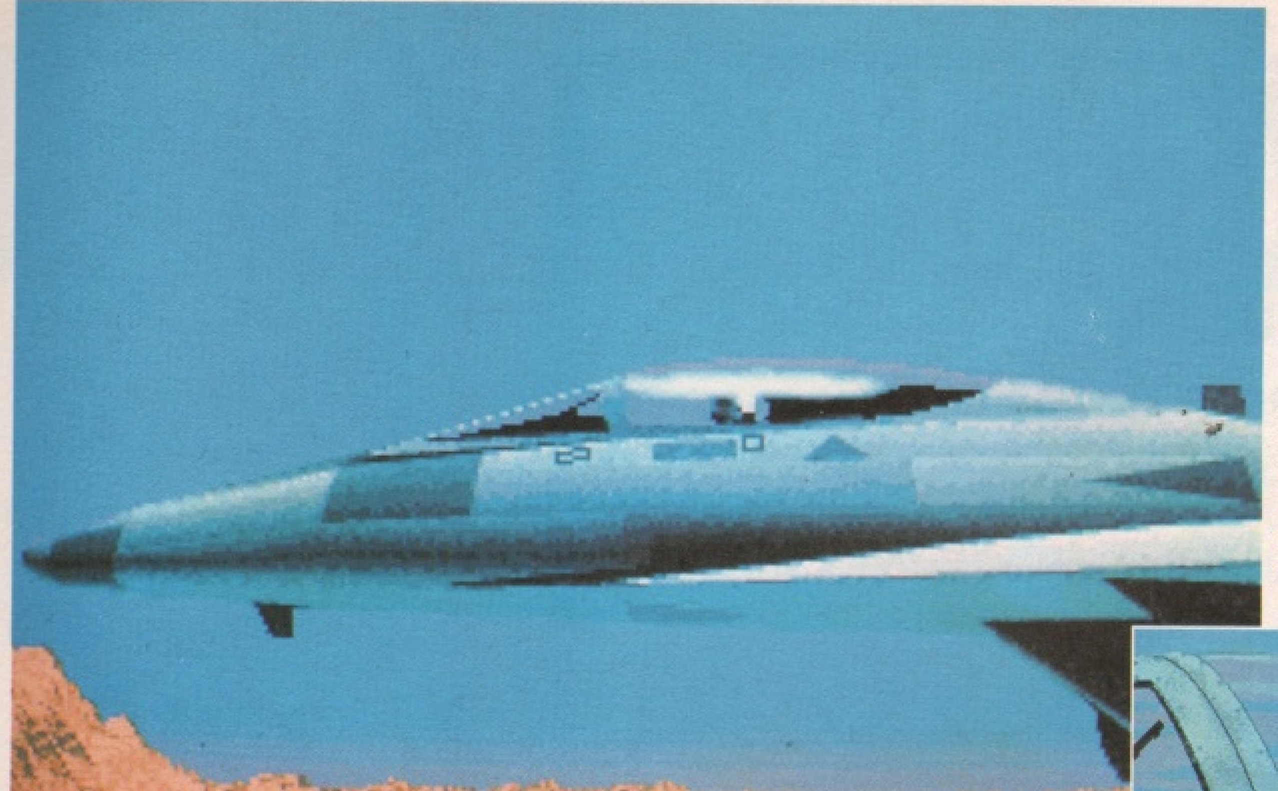


A game that will bring out the road hog in even the most nervous of drivers. *Continental Circus* or *Continental Circuit*, as it should have been known, got its name by an error of the technical, computerised world - an incorrect fax message! This game is a pale version of the original arcade game, so devotees take heed. Megalomania reigns supreme as you, the budding Niki Lauda, prove yourself a skilled Formula One driver. The game consists of eight races, each in a different country and in different racing conditions. The aim is to qualify in each competition; if you fail, its back to the start. The race itself is full of twists and turns and the occasional pile-up. Try and avoid collisions at all costs, as spontaneous combustion is the result! If damaged, stop in the pits for repairs. This doesn't affect your performance as the clock is stopped for fixing damage.



However, when smoke is billowing from the bonnet, speed is greatly impaired. It can be quicker to deliberately crash the motor so that your extra life comes to the rescue and returns you to the race in pristine condition. *Continental Circus* has good graphics and convincing sound effects of skidding tyres and slamming brakes. A great game to play if you've been stuck in traffic all day.

16 BLITZ £7.99
OUT NOW 75%



'The interactive product will become an integral part of the shooting of a film,' speculates Psygnosis boss, Hetherington. 'We're not trying to replicate a movie on the computer screen. There are only certain parts in a movie that are relevant to a game. We'll go for things that we can capitalise on. We're trying to run in parallel using clips from the film to set the scene. It has to be a game in its own right reinforced by elements from the movie.'

GOING TO THE MOVIES

While other developers talk about 'interactive movies', Psygnosis has a prototype running on CDTV. Rik Haynes grabs a front-row seat and starts stuffing the popcorn!

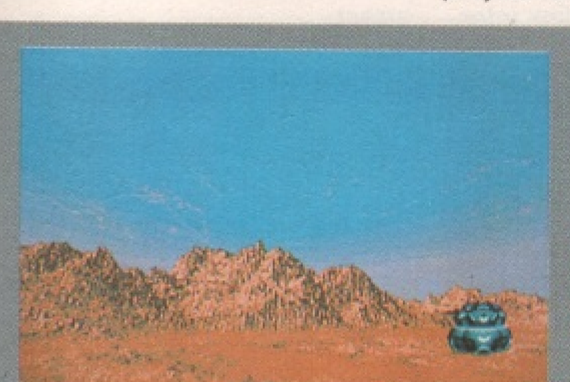
As a games company, Psygnosis are more likely to make a good interactive product than say Warner Brothers or Columbia Pictures, claims Ian Hetherington, its co-founder. 'With our CD-based Fractal Engine we can do Star Wars, Top Gun, The Last Starfighter and anything of that ilk. We'd have a lot of difficulty doing Three Men and a Baby though.'

Psygnosis has pumped over £100,000 and six months into this exciting new project for the CDTV.

The Fractal Engine is, in fact, hardware independent. It's a 'software solution' adaptable to any CD-ROM platform. No special video compression hardware (used to capture and replay ordinary video or movie footage) is required to produce the film-like images seen here. The first Fractal Engine game, entitled *Planetside*, will run on any CDTV.

'We can call this full-screen full-motion video at 20 frames per second,' Hetherington explains. 'Whether you would describe it as video is debatable. Given that you've got 320x200 with 32-colours it's as good as anything else is going to be. We cannot afford to wait for one or another video compression technique to succeed. You hear an awful lot of crap in the CD marketplace. There's a lot of people in this business dreaming about what sort of hardware they'd like to write for.'

'There are probably half a dozen companies around the world working hard on CD projects,' according to Hetherington. 'Cinemaware has given up. AIM is basically writing CDI product. We have the only viable CD-ROM technology. Companies who have sat back and waited are already 18 months behind us. ➤







Putting the video-style graphics together requires interactive graphics, 3D modelling and the odd bit of visual trickery. Psygnosis uses whatever graphical options it thinks appropriate – from hand-drawn sprites and computer-generated polygons to ray-traced 3D models and fractal-generated landscapes. Any combination of these graphics primitives linked in 3-Space produce a huge variety of imagery as you can see. *Planetside* is being produced by: David Worrell (Project Leader), Jim Bowers and Neal Thompson (Graphics), Graham Everett and John Gibson (Programmers).

GOING TO THE MOVIES

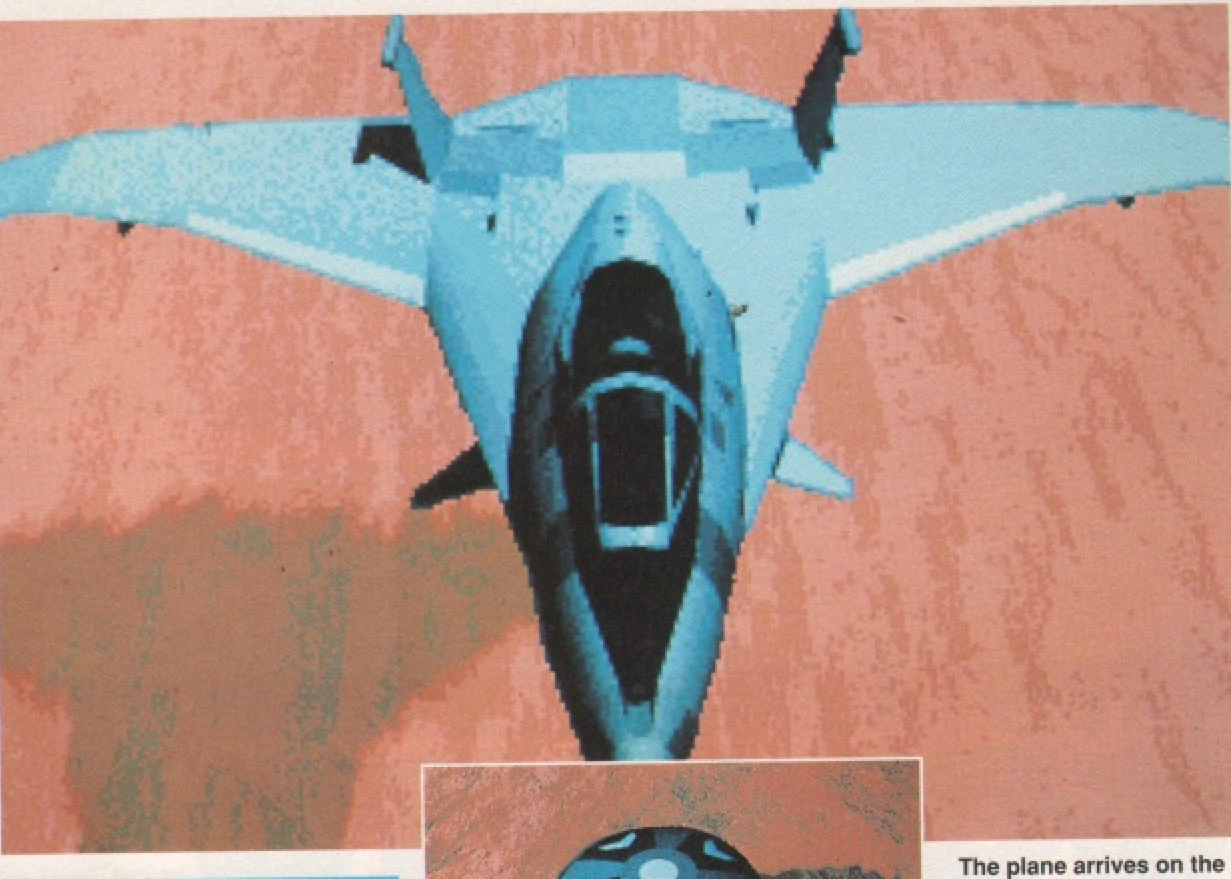
- They will never catch up. It's nothing to do with games design at this stage. It's a pure technology fight. The people with the best technology will win.'

Not everybody fulfils their dreams. Cinemaware, a pioneer of the 'interactive movie' recently collapsed. Hetherington believes he has learnt from other people's mistakes. 'I think the whole 'interactive movie' concept is still-born,' he reveals, 'It won't happen. People are expecting to be Robocop or Tom Cruise. Sorry, they ain't. We don't want to con people.'

Planetside is pitched at the middle-ground between an arcade flight-sim and Top Gun action film. 'Interactive movies are going to come in various forms,' says Hetherington. 'We don't like conventional game structures spliced into video-retrieval. The video bits quickly become boring like in *Dragon's Lair*. A CD-game has to be 500-megabytes of graphic and audio data organised in way that it is compelling to go through. You have to make the play elements a reward rather than a special effect.'

'We'll wean people through the game. It's organised like a movie. The video-style sequences are there to specifically link interactive portions of the game. The 'video-game' will progress whether they interact or not. There are no gaps between the theme, they'll feel as if they're playing the movie.'

One of the greatest problems for Psygnosis is how they should communicate to the player that the level of interactivity is varying. Success will herald the next generation of Amiga games. Get it wrong and *Planetside* will either bore the gamesplayer rigid or shock a couch potato into cardiac arrest.



The plane arrives on the planet's surface from outer space via an orbiting space station. You'll see pods dropping down onto the planet and you'll control things like satellites and repair vehicles.



Understandably, Ian Hetherington refuses to go into much technical detail about how these amazing graphics are actually created. It's a mixed bag of graphics primitives created via realtime and off-line plotting and processing. What you see on the screen is a composite of a whole number of things that are going on inside the machine.



Psygnosis create the visuals in *Planetside* using *Sculpt Animate 4D* and *Deluxe Paint III* running on Amiga 3000 micros with massive memories and filled-to-the-brink hard disks.



How long does it take to produce a game like this? Six months to build and assemble and three months to storyboard and clean up the interactivity. If you don't have a quarter of a million pounds, don't bother.

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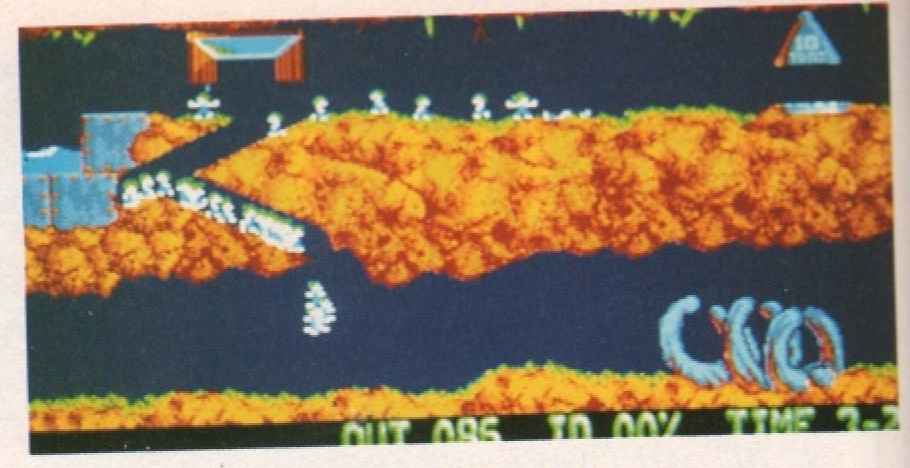
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LEMMINGS





Those oh-so-cute suicidal creatures can cause more than their fair share of headaches. To help out here's a complete list of codes for each of the game's three difficulty levels, courtesy of Paul Webb from Shrewsbury.

FUN

1	Start level	
2	IJHDJBCCW	Only floaters can survive this
3	NHLDHBADCR	Tailor made for Floaters
4	HLDHBINECK	Now use Miners and Climbers
5	LDHBAJFCT	You need Bashers this time
6	DHBIJLLGCM	A task for Blockers and Bombers
7	HCAONLLHCV	Builders will help here
8	BINLLDHICS	Not as complicated as it looks
9	LEKHMDLJCO	As long as you try your best
10	IKHMDLCKCT	Smile if you love lemmings
11	NHMDHBALCK	Keep your hair on Mr Lemming
12	HMDHBINMCT	Patience
13	OLHCAJNNCJ	We all fall down
14	DHBIJLMOCV	Origins and Lemmings
15	HBANLMDPCS	Don't let your eyes deceive you
16	BINLMDHQCL	Don't do anything too hasty
17	BAJHLFHBDO	Easy when you know how
18	IJHNNLBCDV	Let's block and blow
19	NHLFHBADDU	Take good care of my Lemmings
20	HLFHBINEDN	We are now at Lemcon one
21	LFHBAJLFDW	You live and Lem
22	FHBIJLLGDP	A beast of a level
23	HBANLLFHDM	I've lost that Lemming feeling
24	BINLLFHIDV	Kanbanwa Lemming san
25	BAJHMFHJDX	Lemmings, Lemmings everywhere
26	IJHMFHBKDQ	Nightmare on Lem street
27	NHMFHBALDN	Let's be careful out there
28	HMFHCIOMDY	If only they could fly
29	MFHBAJLNDP	Worra lorra Lemmings
30	FHBIJLMODY	Lock up your Lemmings

GENERAL HINTS

Pause the game at the start of each new level. You can then scroll round the screen to plan out your route.

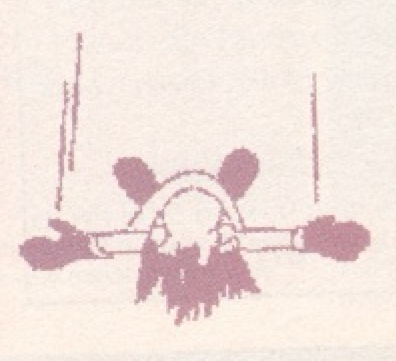
Athletes are created when you make a Lemming a floater and climber. These are particularly useful for going through one-way walls. Send two athletes over a wall then turn the first one into a blocker.

Don't let your Lemmings bunch up, it makes it very difficult to target individuals travelling in the right direction, and also means that more are lost than is necessary.

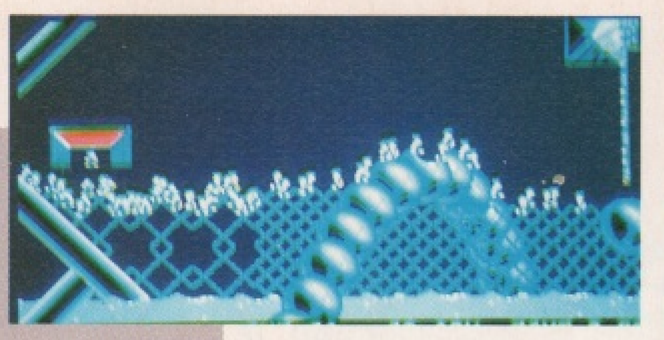
Try using just one Lemming to clear the way for the others. It's less confusing and the least costly method.

Learn how far an exploding Lemming can travel before it detonates as some levels require very precise timing .

Lemmings can fall slightly further from tunnels dug by miners (an angle) instead of diggers (who digstraight down).

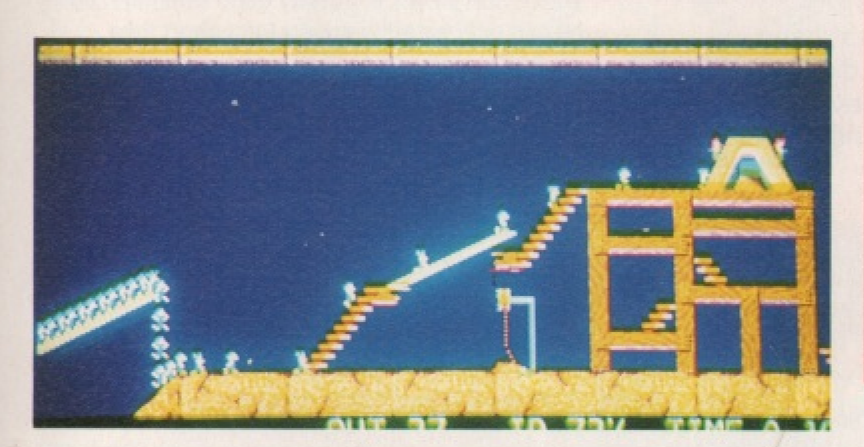






TRICKY

1	HCEONONPOX	Start level
2	BINLMFJQDQ	We all fall down
3	BAJHLDIBEO	A ladder would be handy
4	IJHLDIBCEX	Here's one I prepared earlier
5	OHLLICEDES	Careless clicking costs lives
6	HLDIBINEEN	Lemminology
7	LDIBAJLFEW	Been there, seen it, done it
8	DIBIJLLGEP	Lemming sanctuary in sight
9	IBANLLDHEM	They just keep on commin'
10	BINLLDIIEV	There's a lot of 'em about
11	CAJJMDIJEK	Lemmings in the attic
12	IJHMDIBKEQ	Bitter Lemming
13	NHMDIBALEN	Lemming Drops
14	HMDIBINMEW	Menacing
15	MDIBAJLNEP	Ozone friendly Lemming
16	LMBIJNOOEY	Luvly Jubbly
17	IBANLMDPEV	Diet Lemmingade
18	BINLMDMQES	It's Lemmingentry Watson
19	BASHLFIBFR	Postcard from Lemmingland
20	IJHLFIBCFK	One-way digging to freedom
21	NHLFIBADFX	All the sixes...
22	HLFIBINEFQ	Turn around young Lemmings
23	NNIBAJNFFV	From the boundry line
24	FIBIJLLGFS	Tightrope city
25	IBANLLFHFP	Cascade
26	BINLLFIIFY	I have a cunning plan
27	CAJHMFMJFP	The island of whicker people
28	IJHMFIBKFT	Lost something?
29	NHMFIBALFQ	Rainbow island
30	HMFIBINMFJ	The crankshaft



TAXING

1	MFIBAJLNFS	If at first you don't succeed
2	FIBIJLMOFL	Watch out, there's traps about
3	IBANLMFPFY	Heaven can't wait (we hope)
4	BINLMFIQFR	Lend a helping hand
5	FAJHLDHBGT	The prison
6	IJHLDHFCGM	Compression method one
7	NHLDHFADGJ	Every Lemming for himself
8	HLDHFINEGS	The art gallery
9	LDHFAJLFGL	Perseverence
10	LHGMJNLGGT	Izzy wizzy Lemmings get busy
11	HFAMLLDHGR	The ascending pillar scenario
12	FINLLDHIGK	Living on the edge
13	FAJHMDHSGM	Upside down world
14	IJHMDHFKGV	Hunt the Nessie
15	NHMDHFALGS	What an Awesome level
16	HMDHFMNMGP	Mary Poppins land
17	MDHFAJLNGU	X marks the spot
18	DHFISLMONGN	Tribute to M.C. Esher
19	HFANLMOPGK	Bomboozal
20	GINNOLHQGQ	Walk the web rope
21	FAJHLFHBHW	Feel the heat
22	IJHLFHFCHP	Come on over to my place
23	NHLFHFADHM	King of the castle
24	HLFHFINEHV	Take a running jump
25	LFHFAJLFHO	Follow the leader
26	FHFIJLLGHX	Triple trouble
27	HFEOLLNHHR	Call in the bomb squad
28	FINLLFHIHN	Poor wee creature
29	FAJHMFHJHP	How do I dig up the way?
30	IJHMFHFKHY	We all fall down

MAYHEM

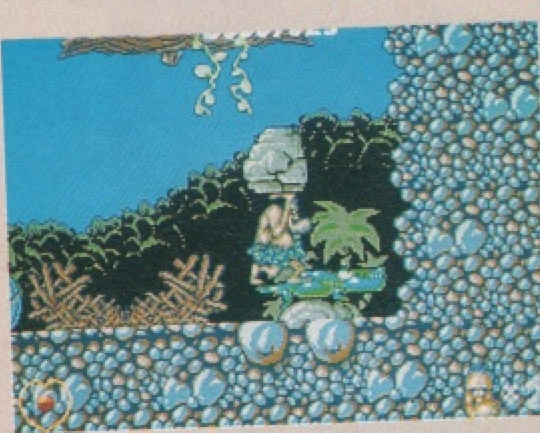
1	NHMFHFALHV	Steel works
2	HMFHFINLHO	Boiler room
3	MFHFAJLNHX	It's hero time
4	FHFIJLMOHQ	Crossroads
5	HFANLMFPHN	Down, alone and up, in that order
6	FINLMFHQHW	One way or another
7	FAJHLDIBIW	Poles apart
8	IJHMDMFCIV	Last one out is a rotten egg
9	NHLDIFADIM	Curse of the Pharaohs
10	HLDIFINEIV	Pillars of Hercules
11	LDIFAJLFIO	We all fall down
12	LMFMKLLGIY	The far side
13	IFANLLDHIU	Great Lemming caper
14	FINLLDIIIN	Pea soup
15	FAJHMDIJOP	The fast food kitchen
16	IJHMDIFKIY	Just a minute
17	NJOLIGALIS	Stepping stones
18	HMDIFINMIO	And then there were four
19	MDIFAGLNIX	Time to get up
20	DIFIJLMOIQ	No added colours or Lemmings
21	IFANLMOPIN	With a twist of Lemming please
22	FINLMDIQIW	A Beast 2 of a level
23	FAJHLFIBJJ	Going up...
24	IJHLFIFCJS	All or nothing
25	NHLFIFADJP	Have a nice day...
26	HLFIFINEJY	The steel mines of Kessle
27	LFIFAJLFJR	Just a minute (part 2)
28	FMFIKLLGJP	Mind the step
29	IFANLLFHJX	Save me
30	FINLLFIIJQ	Rendezvous at the mountain

CHUCK ROCK

The course of true love is never smooth, so here's Core's guide to help Chuck rescue his sweetheart from the dastardly Gary Gritter.

LEVEL 1– JUNGLE RUMBLE

Always carry a boulder, large or small. Even if you don't throw it at anything you might need it as a stepping stone across the swamp.
On this level are:
A Small rock animals which sprout legs and attack you.
B Eggs which hatch, releasing violent birds.
C Small rhinos which need belly butting twice before you can trample them under foot.



Pick up the bolder, lob it onto the croc's head and get an instant lift up to the next platform.



Hitch a ride on the dino's back to cross the river.



LEVEL 2 – UP POMPEII

A You can't kill the Mud Monster, so wait until he ducks then run or jump over him.
B A mud shovelling dinosaur scoops a mouthful of trash then spits it at you. Wait until his head is in the ground before smashing him.
C There are avalanches on this level, so you need to carry a boulder to protect yourself.
D The bats can only be destroyed with a boulder; if you don't have one you'd better duck.
E Watch out for the fire-flies, they can't be destroyed.
F Beware the blue dinosaur, he can breathe fire on later levels.
G Avoid the bouncing mushrooms.





Belly butt the rolled-up snake and it unfolds into a useful bridge.



Watch out! Chuck's a pretty good swimmer, but he can only hold his breath for a short time.

LEVEL 3 – VOYAGE BENEATH THE SEA

A Don't stay underwater for too long. When Chuck's face turns blue, he's running out of air.
B Travel overland as much as possible. However, the majority of energy bonus's are located under the sea.
C Look out for the long-nosed dinosaur. He seems quiet, but he's really quite dangerous.
D You can jump onto the large blue frogs who will then jump up, propelling you across the platforms.
E Watch out for the little blue frogs which hop randomly across the screen.

LEVEL 4 – THE ICE AGE

A Watch out for the ice cubes, They screech across the screen and reduce Chuck's energy if they touch him.
B Icicles fall from the roof. Use a boulder for protection.
C Take out the snowball thrower immediately. Hit him while he's making a ball.



Carry this rock with you at all times to protect yourself from coconut-throwing monkeys and other nasties.





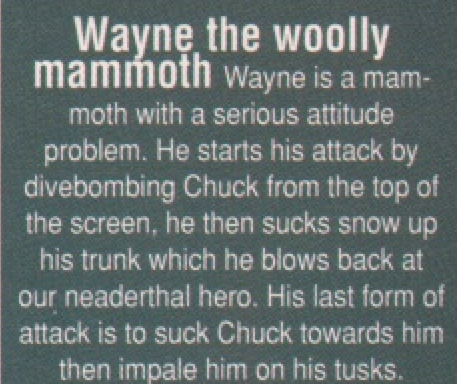
D There are two helpful wooly mammoths on this stage. Belly butt the one with large horns to be catapulted up a level. The mammoth with the large nose snorts you up then spits you out onto another platform.
E The big orange-nosed dinosaur has caught a cold, which means he's constantly sneezing in your direction. Belly butt him as soon as possible.



The ice world level is full of flying Terradactyls wrapped up in wooly scarfs and bobble hats. Watch out also for falling icicles and ice-entombed nasties which sliver across the floor and try and bowl you over.

LEVEL 5 – DINOSAUR GRAVEYARD

A Be careful when belly butting or throwing rocks at the green dinosaurs. Some of them turn into angels, but some turn into devils and will attack you.
B One of the dinosaurs will throw his false teeth at you. Run away otherwise they'll come snapping after you.
C The bandaged dinosaur has to be destroyed immediately. Fail to do so and Chuck will suffer the consequences.



THE BAD GUYS

Derek Dynolift When Chuck butts him in the face Derek raises his head. Use it as a lift.

Tony Tony's a Tasmanian Devil. When Chuck wakes him up he'll follow him faithfully wiping out any dinosaurs who so much as look at Chuck the wrong way.

Clive If Chuck throws a rock at Clive's head while standing on his tail, he gets catapulted up onto a higher platform.

Brian By standing on his back and lobbing a rock at Brian's head, Chuck can earn a free ride across dangerous swamps.

Terry Belly butt Terry and he'll pick Chuck up and dump him further down the level.



Sylvia Sylvia spends most of her time coiled up, until she's butted when she uncoils to form a handy bridge.

Nessy Nessy's main weapon is her bubbles. These are timed so Chuck can nip in, get a hit, then swim out. As a back-up weapon Nessy can waggle her tail, causing turbulance which forces Chuck back. Use the air pockets to top up Chuck's oxygen supply



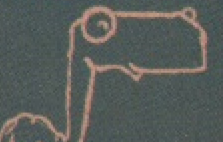
Wayne the woolly mammoth Wayne is a mammoth with a serious attitude problem. He starts his attack by divebombing Chuck from the top of the screen, he then sucks snow up his trunk which he blows back at our neaderthal hero. His last form of attack is to suck Chuck towards him then impale him on his tusks.

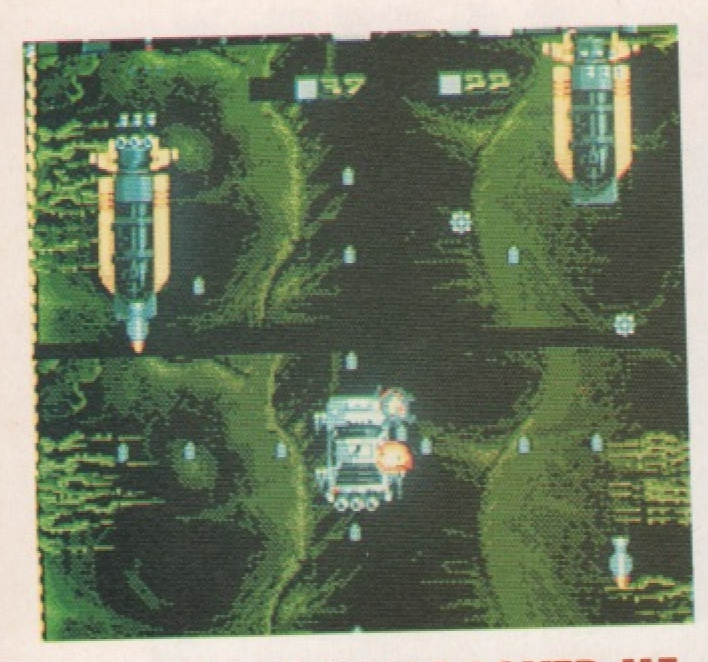


Tim the Tyranosaurus Rex Tim's attacks vary according to Chuck's position. If he's on the ground Tim will try and whip him with his tail, but on the first platform he'll box him with his gloves. The only way to beat Tim is by butting his head.

Steve the Sabre Toothed Tiger Steve is extraordinarily cool. If Chuck get too close, Steve will savage him then calmly saunter off. When Steve roars Chuck panics and becomes rooted to the spot.

Frank the Tricerotops The safest way to handle Frank is by hurling rocks at him. Unfortunately once a rock's been thrown at him it falls down into Frank's lair. Chuck has to be quick to pick it up, or else he'll be trampled underfoot.







THE SPY WHO LOVED ME

Domark's last (for now) 007 licence was a neat and varied affair, which proved rather tricky on the later levels. To attain infinite lives, though, simply pause the action and enter the legend MISS MONEYPENNY. Voila, infinite lives, and no more shaken and extremely stirred Bonds.

NARC

This one's courtesy of Daniel Chambers of Willsdon Green, and grants the two harassed cops with infinite lives. When the game starts, go right until the first dustbin appears. Kneel down in front it, and keep shooting. It turns blue when the cheat is activated.

HORROR ZOMBIES FROM THE CRYPT

Neil Jenkins from Cheam has been playing around with his zombies and has unearthed a couple of cheats. For a level skip option, type CHEATMODE during play, followed by F10 to quit to the next level. If you want to work steadily through it, though, hold down M and . for infinite lives.





TORVAK THE WARRIOR

This *Rastan*-style hack'n'slayer gets extremely tough on the later stages, but Core themselves have revealed its cheat mode. On reaching the high-score table, enter the word CHEAT. Now when the game is loading, hold down the number of the stage you want to skip to. Individual stages are accessed by pressing fire and the relevant numeric key.

CAR-VUP

For those of you struggling to depose the game's evil tyrant, here's a few cheats to guide you through. Enter the following codes and, lo and behold, extra features will be at your disposal. PUSSYCAT grants the little car with nine extra lives, while BUMPER adds infinite bumpers to the little vehicle making it nigh-on invincible. BARMY CAR gives you 100,00 points, WOAARRGGH gives infinite fast turns, and WHOOPSIE allows you start on the prehistoric stage.





ST DRAGON

Storm's coin-op conversion is extremely playable, but for those of you who have never seen the later stages, then Brian Chase from Dublin can help. As with most Storm/Sales Curve games, the cheat is activated by pressing the CAPS LOCK key and typing in a phrase, which this time is DECAFFEINATED.

TOYOTA CELICA RALLY

Here's a neat cheat for all you struggling rally drivers. When you are prompted to start the car's engine, press CTRL and C to freeze the timer and ensure that you can complete the race in seconds.

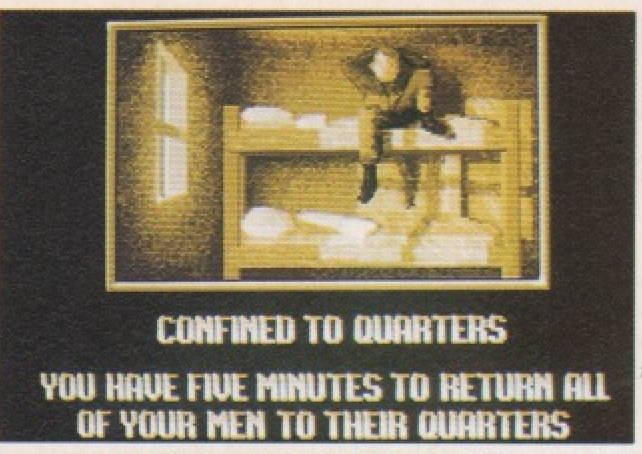




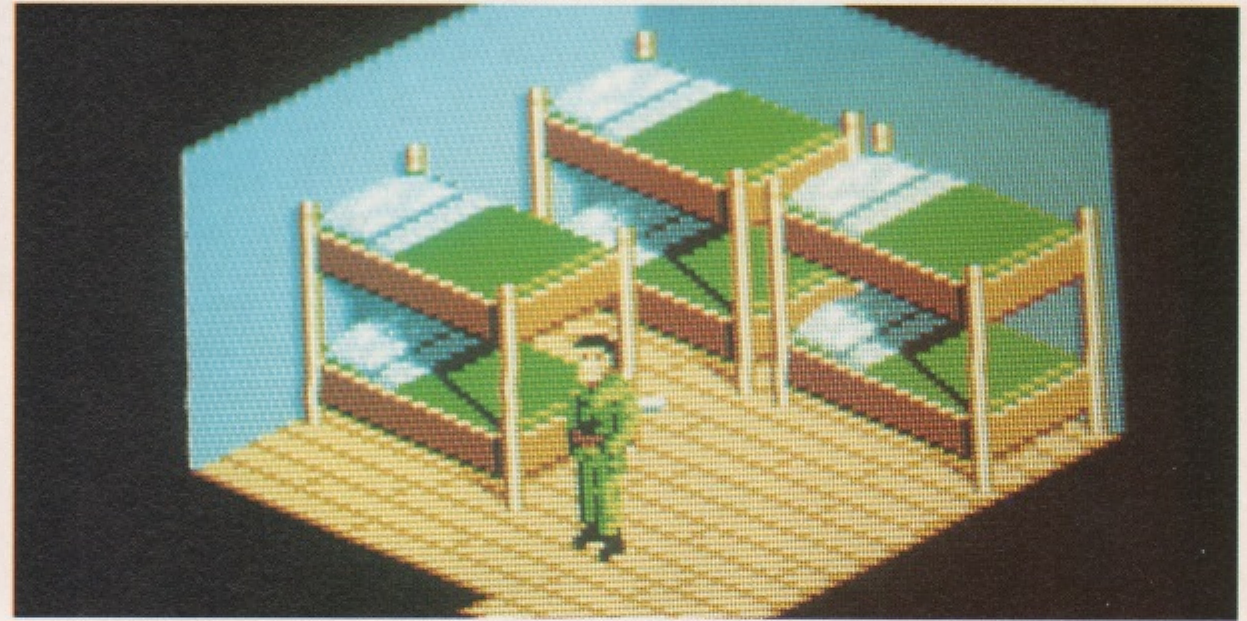
ESWAT

U S Gold's two-player conversion of the popular coin-op is a tad difficult in its later stages. To see it through to the finish, enter JUSTIFIED ANCIENTS OF MU when the game is paused. 99 credits are now yours for the taking.





Bunk beds, like most of the furniture in the game, often obscure important items. Carefully search each room otherwise you might overlook key items such as the uniform and the pass.



COLDITZ

OPENING DOORS

There are hundreds of doors throughout the castle, most of them locked. Low grade security doors require a lock pick to open them, grade one doors need a grade one key, and use a grade two key on a grade two door.

A key disappears once it's been used. Be careful inside the prison quarters as many locked doors lead to small closets.

AVOIDING GERMANS

The castle is regularly patrolled by sentries who walk round on set routes. Some Germans will shoot escaping PoWs on sight and, as most of the guards are skilled marksmen, they rarely miss.

If you do need to run for it, try to go around as many corners as possible. This limits the chances of you being shot. Small rooms make excellent hiding places as sentries never visit them.

Remember that there is at least two sentries in each courtyard at any time.

EQUIPMENT

Most important items are hidden behind walls and furniture, so you should thoroughly investigate each room. Some of the most important items are:

1. Keys – used to unlock doors;
2. Lock-picks – used to unlock low security doors;
3. Uniforms – dress up as a Nazi;
4. Pass – Use this with the uniform. It will be confiscated if you're stopped by a sentry;
5. Papers – Needed to get through the main gates, along with the pass and the uniform;
6. Pick axe, saw and spade – These are used to reopen abandoned tunnels;
7. Stone – Throw these to distract suspicious guards.

Never carry too much equipment because when you're caught all your possessions are confiscated. Stash equipment in areas such as the chapel as it's never searched by the guards.

GENERAL

Use the map that comes with the game. It's not very accurate but you can use it to work out roughly where you are.

Soldiers won't think twice about shooting you if it looks like your making a run for it. If a soldier stops while he is pursuing you it means he's going to shoot, stop and let him arrest you, otherwise you'll end up in the mortuary.

Don't forget to rest your men. Colditz is a big place and running around raises their fatigue level. Return them to their bunk and hit F9 to make them go to sleep.



Solitary confinement is better than being shot, so surrender to pursuing guards unless you're 100% sure you can get away. Guards are often stationed by doors, so be extra vigilant in restricted areas.

YOU HAVE BEEN CAUGHT IN A FORBIDDEN AREA
YOU ARE TAKEN TO SOLITARY CONFINEMENT
AND ALL OF YOUR EQUIPMENT IS CONFISCATED

HELPLINE

ENQUIRIES

FLIMBO'S QUEST
Does anyone have a poke for infinite lives for *Flimbo's Quest* or *Strider 2*?
David Owen, Haverfordwest K1

STREET FIGHTER
Has anybody got a cheat for *Street Fighter* or *Thundercats*?
Cheong Chan, K2

WRATH OF THE DEMON
I've had this game for a month now and I can't get past the third disk. If anyone has a cheat it would be greatly appreciated.
Karl Hijab, K3

TURRICAN 2
I am finding level 5-1 of this brilliant shoot 'em up a little difficult. I would appreciate any help in completing the game.
Darren Holmes, K4

NIGHT BREED
I need some help with *Night Breed* (the action game). I cannot find any of the keys as I keep getting killed. Does anyone have any advice?
Avant Kapoor, K5

GHOSTBUSTERS 2
I can get to the third level but I don't know what to do next. How do you destroy the painting? Please help me as I would like to finish this game.
Ben Hamilton, K6

SPEEDBALL 2
As a manager I'm having trouble getting into the first division. Has anyone got any help or a cheat for infinite cash?
David Conkling, K7

BLINKY'S SCARY SCHOOL
Can anyone help me? I've been playing this game for ages but I can't get off level one. Does anyone have a cheat for infinite lives or to skip levels?
F Scobie, K8

STRIDER
I have had Strider for some time now and I'm stuck on level 4. Can anyone tell me how to complete this or give me a cheat to skip levels.
Marlyn Van Liebergen, K9

NARC
Can someone tell me a cheat for this great game? I can only get onto the car driving level. I'm also having trouble killing the dogs?
Howard Knibbs, K10

TEENAGE MUTANT NINJA TURTLES
Please, oh please, can someone tell me how to shoot rockets? It's been bugging me for ages.
Brett Collins, K11

VIXEN
I desperately need an infinite lives cheat for this game as I can't complete the tenth level. I know it's getting on a bit now, but please help!
Nuphr Bose, K12

NINJA REMIX
I am really stuck on the first level of this game. Can someone tell where to find the apple and how to complete the rest of the level?
Richard Machino, K13

FORGOTTEN WORLDS
I'm so bad at this game it's unbelievable , I can't even get past the first level. Has anybody got a cheat for infinite energy?
Barry Godfrey, K15

DRAGONS LAIR
I am desperate for some help with the first Dragons Lair game. I can't complete the first stage. I'll go mad if I don't do it soon!
Paul Bew, K16

JUDGE DREDD
Can somebody please send in a cheat for Judge Dredd? I have no problems completing the first level, but I keep falling off the train on the second stage.
Alan Mitchell, K17

PRINCE OF PERSIA
I am stuck on the fourth level of Prince Of Persia. I get a couple of screens past the entrance but after that I can't get any further. Could someone please send in a level skip cheat.
Brian Johnson, K18

NEW YORK WARRIORS
Has anyone got a cheat for for this game as I'm not very good at it.
Kevin McKenna, K14

TYPHOON THOMPSON
I know this game is getting on a bit, but can anyone send in a cheat for infinite lives?
John Smith, K20

RESPONSES

FANTASY WORLD DIZZY (J4)
To get past the broken bridge you need to be carrying three heavy boulders, which must be thrown into the water to raise the level. They can be found in the dungeon, Armorog's cave and by the snap happy 'gator.

To get past the first dragon you need to get the sleep potion from Dozy.
Mark Prewitt, Dyfed

Z-OUT (J6)
To kill the guardian at the end of the third level you need to fly into the circle of bullets. Try pressing J and the number corresponding to the level you want to jump to, or press J and H for invincibility.
Scot Meldrum, Alloa

DRAGON'S LAIR (J7)
When the credits have finished hold down ESC, R, I, L and N at the same time, the game will then complete itself.
Cheong Chan

AWESOME (J9)
When the cargo/energy display appears, move the cursor to the top left of the screen, and press the plus key on the keypad simultaneously. The screen



should flash and you'll have infinite lives and shields.
Howard Knibbs, Prestwood

ROBOCOP 2 (J10)

Type in SERIALINTERFACE on the title screen, the drive will whirr and the computer tells you the cheat mode is active. During the game F9 will top up Robo's energy and F10 will take you to the next level.
Howard Knibbs, Prestwood

EVERYTHING BUT THE KITCHEN SINK 2 (J11)

I am writing in response to the 'Fanatical Gamesplayer' about Ghouls 'N Ghosts. Start the game, wait for it to say ready then type in KAREN BROADHURST, this makes Arthur invincible. You can still die by falling in holes, though.
David Owen, Haverfordwest

BEACH VOLLY (J18)

Type in DADDYBRACEY while playing. The screen will flash momentarily, and you can use F1 to skip levels. This means that you will be able to see the later, more impressive play areas with ease.
Howard Knibbs, Prestwood

LAST NINJA 2 (J20)

Enter the second room and kill the man there. Quickly run to the far wall and punch the panel. If your punch is accurate, the white square should turn black. When you return to the first room you will find that a trap door has opened. Go through it and carry on with your quest.
Benjamin Coupe

UNREAL (J21)

On the screen where the spheres form the dragon, type in ORDILOGICUS, the screen should flash to indicate the cheat mode is active. You should now have infinite energy and lives and be able to skip levels by pressing return.
Howard Knibbs, Prestwood

KID GLOVES (J22)

Start the game as usual then pause it by pressing F1. Type in RHIANNON then move the joystick left or right to choose the level you want to start on. If that doesn't work, unpause the game and hit F9 to get back to the shop. Now press F8 for loads of money and F9 for invulnerability.

On level 2, stage 11, lose all your lives then press back space for inifinite
Cheong Chan

HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

HELPLINE

CU's adventure and RPG guru, Matt Regan, offers handy tips and advice for hard-pressed game-players everywhere.

INTERACTION

Hello! The merry month of May is rapidly approaching, well known for its connections with adventure and RPG games. Actually, that's a total lie, but there has been a group of strategy games released on the Amiga from Internecine. Blitzkrieg reconstructs the battle of the Bulge, the German's major counterattack after the Allies' push into Europe; Action Stations is a naval simulator of conflicts between 1922 and 1945, while White Death deals with a major tank battle on the Russian front at Velikye Luki.

I remember playing White Death as a board game many years ago when it was released by GDW, and it provided many hours of complex fun. The computer version certainly seems to be a faithful reproduction of it, but perhaps a little too faithful! By this I mean that there have been virtually no concessions to the idea of "user friendliness", with all the complicated rules and conditions simply transferred to this format. It seems to me that computer games should be complex in the way that strategies can be used rather than bogging down the player with dozens of rules. After all, games like Fire Brigade had clear and concise rules without bogging down the player in technicalities. What do you think? Should strategy games be complex or complicated? Let me know!

In other news, Virgin have released another Infocom adventure - Zork II. This is a brilliant game, and will no doubt sell by the van load (the success of the previous budget games in this series took everyone by surprise, including Virgin!). However, there's still no sign of the long-awaited Wonderland. It came out on PC ages ago, so where's the Amiga version got to?

I'm expecting to be inundated with questions on Beholder soon, so I've been playing it as much as possible so that I can be of help. Anyway, let's get on with this month's questions and answers. Let's be careful out there!

Matt Regan

INPUT

SPACE QUEST

Who can help E Kwong of Golders Green, London? He's having trouble in the planet Xenon; he has bought a droid and a spaceship, but he can't get the ship to take off! The droid has been inserted and asked "which sector?", but that's where the problem occurs! He pleads for some aid.

FAERYTALE ADVENTURE

This RPG is proving to be something of a problem to Aaron Crockett of Leura, Australia. How on Earth do you get into the Witch's Castle in Grimwood? Where in the burning waste is the hidden city of Azul? Where do you use the Sun Stone, and what does it do? If anyone can help him, write in as soon as possible!

BUCK ROGERS

David Rock of Wanstead, London (a fine place, I live there myself!) claims to be a likely candidate for the funny farm if he doesn't get any help with this great SSI RPG. He's managed to reach the RAM asteroid base, and he's got the passcard. Unfortunately he can't find the passcode that gives him access to the computers. Where is it?

SPACE QUEST

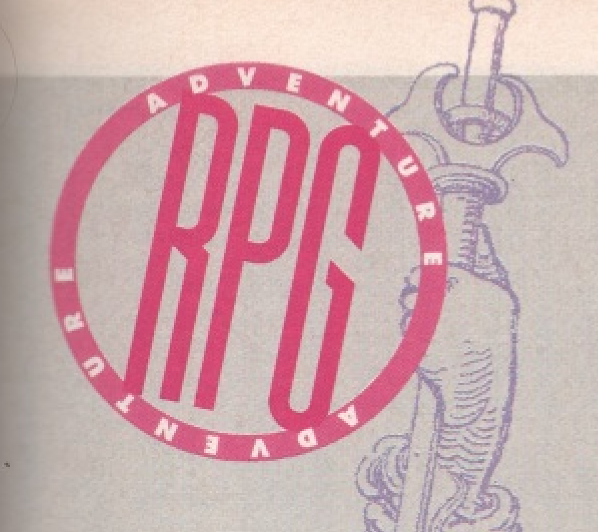
Another adventurer stuck on this Sierra game is Chris Briggs of Bristol. He's arrived at Kerona and managed to get into the cave. After putting the rock on to the geyser he's found he can get into a room containing two metal units emitting rays of light. The problem is that he doesn't know how to get past these rays of light! Any help would be greatly appreciated.

POLICE QUEST II

As well as answering the question below, George Moungos has found himself stuck in the same game. After finding the blood at Cotton Cove Keith comes over and tells him that he'll call for a diver team. The diver, when he arrives, asks for a sccuba card which george just can't locate! Please help him.

ANTHEADS

Andy Taylor of Bolton Percy, Yorkshire, has got himself stuck in this sequel to the brilliant It Came From The Desert. He can't find the vault in the hospital no





matter how hard he searches. He knows it is near the morgue, but where exactly? Write in if you know the answer!

RINGS OF MEDUSA

Who can help Richard Sharp of York with this strategy game? He needs some general pointers as to how to build up his armies and take over cities. Does anyone know the best way to do this?

LANCELOT

This old Level 9 adventure is causing Kunal Nandi of Harborne, Birmingham no end of problems. He wants to know how to get the beacon in the mountain to the broach. Also, how do you get Elaine out of the bath? He can't get into Cornwall either, as the sentries keep blocking his path. How do you kill Phelot? How do you free the knights imprisoned in Turquin's manor? It's the poor lad's first adventure, and would appreciate any help available.

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Matt Regan, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to get back to you personally.

OUTPUT

DUNGEON MASTER

Andrew Benn of Mapperly, Nottingham is getting frustrated. He's got to the Chambers of the Guardian on level three but can't get past the "rather strange beast that crawls on the floor", as he puts it. Well, Andrew, that's a rock monster, and they are extremely tough. The best bet is to make them fall down a pit or to drop a door on them (they move very slowly). Another good tactic is to use a poison gas cloud spell, which is Des Ew if my memory serves me correctly.

POLICE QUEST II

George Moungos of South Australia has written in aid of Kenneth Larson. Before you go to the office you must visit Marie's house. Walk up to the ashtray on the floor and take the paper inside it. This turns out to be Bains' hit list. Now exit the building and drive to the office. When the captain asks if you have any leads on the case give him the hit list. By the way, Marie's address is 222 West Peach.

FUTURE WARS

Aidan MacDonald of Wakefield, W Yorks, is stuck at the beginning of this brilliant game. He's found the typewriter in the office, read the code on it but doesn't know what to do next. He's got the little flag, insecticide and key. Well, Aidan, simply examine the map on the wall, insert the flag in the little hole, making the secret panel open up. Now comes the difficult bit. You have to enter the code by operating the keypad before you are crushed by the ceiling! I found it easier to enter the code a digit or two at a time, running out of the room to avoid being turned into jelly.

MANHUNTER II

Ray Smith of Bletchley has sent in the answer to Tom Skehan's question. Visit the shop on the third day when you have the rat's paw. Then USE RAT'S PAW and play the game and take the mask with eyeholes. You need this and the full flask to enter the private club. Fill the pipe with four pinches from the second bowl from the left, smake it and watch the vision. Now take the statue and read the scroll message.

LEGEND OF FAERGHAIL

Gary Williamson of Whetstone, Leicester has the answer to Kevin Hornsby's problem with forming the staff. Go to the bottom level of the dwarven mines, and exit on the far side. You then come out in a secluded part of the mountain. Now find the entrance to the volcano and wait until dawn. Put all three items in it to form a key that opens the entrance to the final part of the game. Gary mentions to watch out for the dragon because he's a toughie! Thanks for writing in Gary; if any one else can save the soul of a poor lost adventurer, don't hesitate to drop a line to me, Matt, here at CU Amiga. . . .





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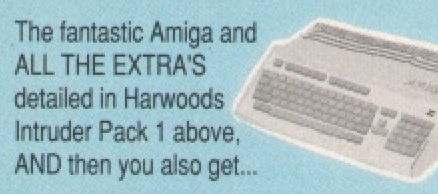
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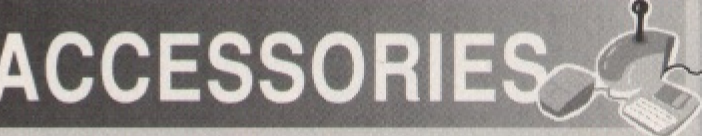
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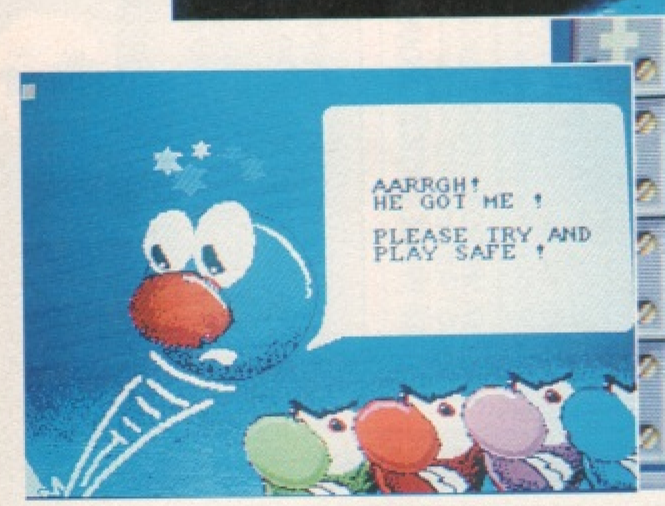
DEMOS

Fiona Keating, locked into a room with an Amiga and 200 PD disks to review, emerges to tell you about this month's essential buys and who to order them from.



PD Soft (Nos 1242A & 1243b) presents The Red Dwarf Slide Show No 1. Elements of the cult TV series have been transferred to computer screens with great success. Set 3 million years in the future on a mining ship, the characters of Lister, Rimmer and Kryton are brought to life in the form of digitised images. Red Dwarf has been described as a less sophisticated version of Hitchhiker's Guide to the Galaxy or more flatteringly, a satirical piss-take of modern society. Decide for yourself.







PD Soft has brought out the Dizzy Lizzy game (Disk No L7). The object of the game is to guide Dizzy around the levels. On level 1, you need to collect 272 diamonds. Pick up cherries for extra points and beware of dynamite, bombs and rebounds. Watch out for the key to the safe which, when opened, reveals the fabulous hidden diamond. An amusing, quick-moving game with a fast and lively soundtrack.

SUPPLIERS' GUIDE

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster.

ADS PD: 7 Park Crescent, Worthing, W Sussex BN11 4AH

ARC PD: 97 Mayfield Ave, North Finchley N12 9HY

The Deeper Domain, 128 Portland Crescent, Stanmore, Middlesex, HA7 1NA. 081 204 3954

NBS: 132 Gunville Road, Newport, Isle Of Wight, PO30 5LH.

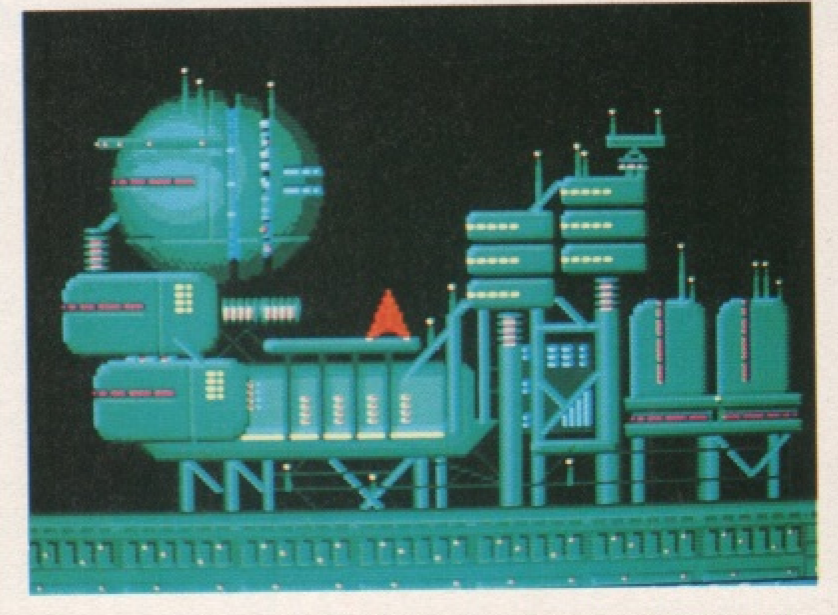
Seventeen Bit Software: PO Box 97, Wakefield, WF1 1XX.

PCS International: 33 Chapel Green Rd, Hindley, Wiggan WN2 3KLL 0942 521577

PD Soft : 1 Bryant Avenue, Southend - On -Sea, Essex SS1 2YD

Softville PD: Unit5, Stratfield Park, Elettra Ave, Waterlooville, Hants, PO7 7XN

Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS.



Some wonderful graphics and catchy music in Blues House on Hill Street, from ABOTS (No 942). You can also play THRUST by manoevering the rocket skillfully out of the launch pad. The many commands include changing gravity, speed and direction. Beware of low-flying aircraft in the immediate vicinity.

Fancy a holiday but can't afford one? Sooth your fevered brow with scenic landscapes courtesy of Black Dog Productions. Fractal images of snow-covered mountains reminiscent of Twin Peaks or maybe Highlander. Wailing Banshees, weird rhythmic music and the voice-over of a Druid complement the pictures. Any hippy chicks out there? Available from Virus Free PD, Fractal Factory 2, No 989.



Night Thoughts from Brazzle Atkins contains some imaginative and professional-looking graphics and imagery. Atkins has used *Deluxe Paint III* and *Sonix Paint III* to create some wonderful pictures. No need to trek to the nearest art gallery; just call up Night Thoughts.

DEMO OF THE MONTH

TITLE: Dradon Cave
AUTHOR: N/A
SUPPLIER: PD Soft

Dragon Cave is a maze adventure game from PD Soft (No 1248). The intro contains a raunchy Rolling Stones style medley to warm up for the battle ahead. Dragon Cave is a game involving skill and knowledge. Its aim is to arrange the gold-laden treasure chests in such a way that the dragon, who has an allergey to gold(!), doesn't object. As a latter day Mrs Mopp, remove the chests in order to progress around the cave. The lasting value of the game is considerable as there are 100 different caves to explore.



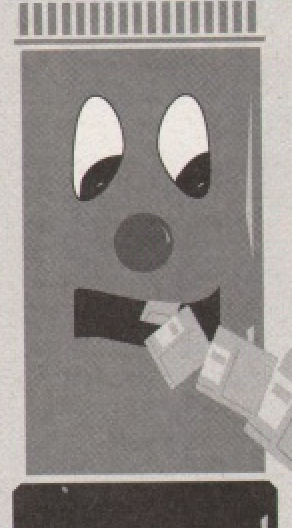


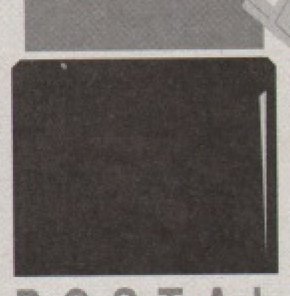


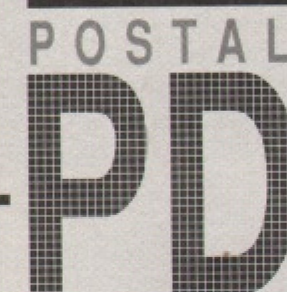
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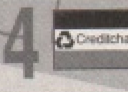
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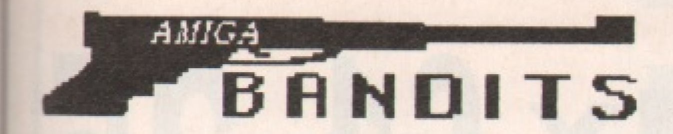
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V123 RIM/The Database Program
F098 QBASE/Mailbase management utl

(VARIOUS DISK COLLECTION)
V002 THE CLIP ART Collection(8disks)
V016 THE FISH TANK Simulator Program
V043 JASSBENCH/Replaces WorkBench
V056 DISKMASTER V3.0/AF Dec reviewed
V061 THE VIRUS KILLER Collection
V100 THE 3.5 DISK LABEL Printer prg
V106 POWERLOGO/Education Language.
V110 TEN PIN BOWLING League Program
V115 RAMOS 1.21 Amos Update Disk
V117 MAGNETIC PAGES/Create & Display a disk based Magazine with Documents
V119 PRINTER DRIVERS/Includes LC-10
V120 NEW DIGI CONCERT DEMO CREATOR
V124 THE DPAINT PICTURE ART DISKS(2)
V128 BOOTBLOCK Utility collection(2)
V130 NEW CELTIC Demo Creator Disk
V131 C-LIGHT/Ray Tracing Program

F168RAMCOPY/Copy a disk into ram(*)
F240 DUNGEONMASTERMAPS/ALL 14 levels
F272 AMIGAPUNT/Horse prediction PrgÅ
F273 PENNYWISE/CashBook Program/Good
F300 TITLEGEN V1.6/Video production
F305 SPACELOG/Database including all man related space missions/Intrested
F355 TRACKSALVE V1.3/Remove CLI bugs
F337 THE COMPLETE CMANUAL for Amiga
F339 PASCAL COMPILERV1.1c/self comp
F347 CURSOR/3-Pass A Basic compiler
F349 MED V2.0/Amiga Musical Editor
F383 P-COPY/Latest updated version

(PD-SOFT SPECIAL COLLECTIONS)
V090 D-Copy,Mega Sound Cracker,Slide Viewer,Tetra copy and Piture Ripper.
V109 Print Studio,Amiga Spell,Noise Tracker,Virus Destroyer,Power Packer
V118 Quickcopy,Fixdisk,Flash Sound Tracker ripper,Pascal,Professional Sound Tracker,Text Editor and Logo.
V126 TurboBackup,CrayonPaint,X-spell Jed WP,Sound Tracker V2.5 & 6Rippers

(THE GAMES COLLECTION)
T045 WELLTRIS/Another Tetris Variant
0002 FLASCHBIER/Boulderdash Variant
0688 BACK TO THE FUTURE 3 (Playable)
0847 HEYTRIS/Very hard but excellent
0850 TURRICAN II (Playable version)
0913 BREAKOUT Contruction Set & Game
0920 BREAKER and CARDS The Games
1060 STAR TREK The NEXT GENERATION the mega New STARTREK Follow up game
1073 TETRIS Clone/fast & responsive
1079 DRIVE WARS/The new shoot em up
1081 ULTIMATE STAR TREK See Below(2)
1083 MECHFIGHT The Role playing game
1203 AMIGOIDS/An ASTROIDS Variant
(New) MISSILE COMMAND Arcade game
F194 MORIA/Dungeon simulator game
F205 BATTY, BATTLEFORCE & CHESS game
F320 AMIOMEGA/Similar to Hack/rogue but is much more complex, AD&D style
F345 CROBOTS/Simular to Meck warrior
F357 EMPIRE/Multiplayer economics gm
F362 IMPERIUM ROMANUM/Risk style gam
F420 SPACEWAR/V1.11 TwoPlayer Game.
V022 PACKMAN/The Classic game,V.Good

(THE GOLDEN DISK COLLECTION)
0111 WALKER Demos/state 1or 2Mb* (2)
0168 NASA PICS/ Actual space pictues
0286 KYLIE MANOGUE Picture/Music (2)
0272 FREDDY KRUGAR/its a nightmare
0451 SCOOPEX presents Xenomorph
0592 MIAMI VICE & CROCKETS Theme (2)
0612 MONTY PYTHONS/The Gangs back(2)
0614 DEBBIE GIBSON Electric Youth(2)
0635 100 ORIGIAL 64 Classics Titles
0797 HANKY PANKY MADONNA Music disk
0838 THE STAR WARS Picture Disk
0854 KYLIE'S Made in Heavan (2)
0860 TEENAGE Ninja Turles Pictures
0972 BETTY BOO Music Sample disk
0883 808 STATE remixes/A NEW Disk
1047 ROBOCOP Digi-Movie productions
1109 NOT THE 9o'CLOCK NEWS 2 (4)
1115 BAD NEWS From the Comic strip
1162 WATERSHIP DOWN Slideshow

(MUSIC PROGRAMS)
V097 THE MUSIC COMPOSER Program
V039 STARTREKKER V1.2 Music Program
V047 JAMTRACKER V1.0 Program
V107 FUTURE COMPOSER Music program
V133 (ST-00) 8 CHANNEL Soundtracker
V116 ST-07 HOUSE Music Instruments
V132 ST-71 PSYGNOSIS Instruments

(ANIMATIONS)
F413 STEALTHY MANOEUVES II/The SWISS ARMY F-16 in Combat,JUGGLER2 Anim
0674 EPIC/Oceans animated space city
0733 PMC FRACTAL/Reviewed AF jan *
0734 CLOTHES PEG/Reviewed AF jan *
0849 DRAGONS LAIR II The Time Warp *
0856 FILLET THE FISH/Reviewed AF feb
1021 USA vs IRAQ Animation reviewed in NCE, Amiga Format & CUAmiga.
1035 BATMAN THE MOVIE/Reviewed AF *
1113 COYOTE Part II/The Road Test *

(MEGA DEMOS)
0349 RAF/Great Ghostbusters sect (2)
0664 BUDBRAIN The Origial one (2)
0948 MAXIMUM OVERDRIVE/Excellent (2)
0957 THE PRIME 90 Mega Demo, V Good
0960 D-MOB HOUSE Music Number 4 (2)
1002 BUDBRAIN MEGA DEMO II
THE BUD'S ARE BACK IN TOWN
1003 HORIZON/Another Excellent Disk
1004 TREACL/Present thier latest MD
1008 SHARE & ENJOY Amazing Tunes2(3)
1016 CRIONICS Total Destructions
1019 TECHNOFLIGHT/What a great week
1044 KEFRENS Presents The Wall
1065 HAWK'S/Nice Batman Section

(THE NEW DEMO DISK SELECTION)
0723 DEPECHE MODE Music,1013 (2)
0792 ALIENS Mega long Sample (2)
0804 JEAN MICHEAL JARRE Equinoxe
0814 JARRE'S Ultimate Doclands II
0876 THE COMMODORE 64 Picture Show
0905 ZOOLOOK Jean Michel Jarre
0908 GHOSTBUSTERS Digi music disk
0910 WAR OF THE WORLDS Mega music
0926 THE WHO Mega Sounds Number 1
0937 MIAMI VICE Remix disk/Very Good
0956 THE New EVIL DEAD Demo Disk
0959 THE BEST DEMOS of 1990 V Good
0989 WRATH OF THE DEMON Music disk
1005 SONIX HOUSE Music Number 5
Best of the Best House Music Disks
1022 SCANNERS (2) Horror Slideshow
1048 BRUCE LEE Mega Slide show disk
1049 TOTAL RECALL The demo disk
1050 BACK TO THE FUTURE II Demo
1052 THE NIGHTMARE Slideshow (2)
1054 THE BLUES BROTHERS Presents(3)
1105 JARRE LIVE The Best Jarre disk
1107 STAR TREKKIN The Whole song (2)
1119 CRUSADERS HOT Wired Music disk
1123 SONIX Presents BEATLES Music
1129 DIGITIAL NOSIE2/Excellent remix

(RED HOT NEW DISKS)
1133 SCOOPEX MEGA DEMO 2 Latest Production from One for the best Groups
1146 EQUIMANIA II - Drunken Skulls
1177 APPIRETICE/Playable/RainbowArts
1190 WIZCAT Presents THE TRASHCAN
(NEW) RED DWARF Hi-Res Pictures (2)

(TOBIAS RICHTERS SELECTION)
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0962 TB Slideshow FANTASIC ART (2) *
1028 Star Trek/Star Wars Anim1 (2) *
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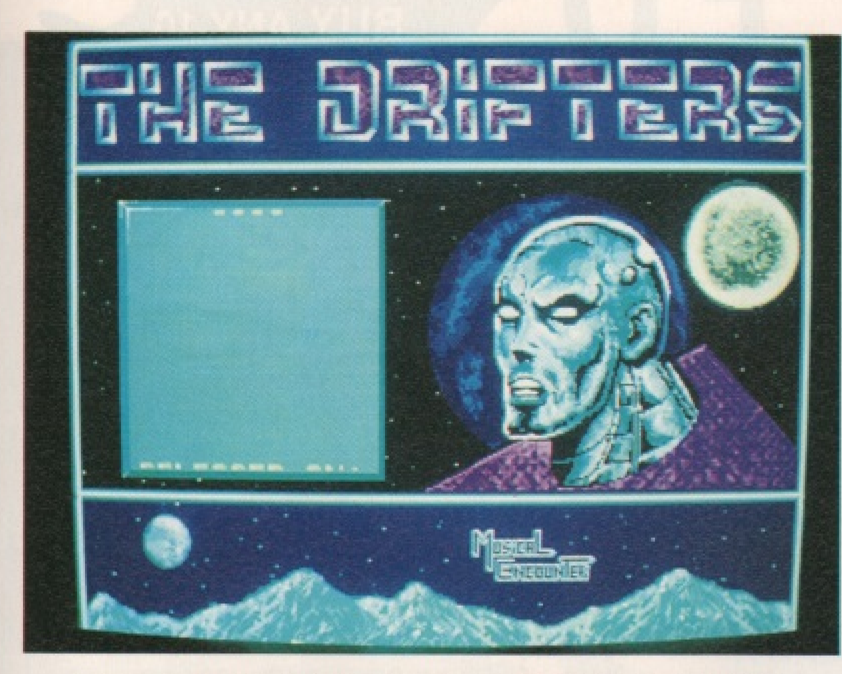
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DEMOS



Seventeen Bit has produced a disk entitled The Drifters (No 873), although there is very little resemblence with the seventies smoochie soul band. There are five tunes to choose from, which are well worth listening to. The music may be too up tempo for those who favour white tuxedos and sequin bow ties.

The Galactic Food Fight from PD Soft (No 1246), is a battle against the flab. You are a turbo-powered hamburger endeavouring to combat the evil forces of cholesterol. Destroy hot dogs, mustard, ketchup and chicken legs. You even have to kill your own kind, other hamburgers. Hard cheese, eh? Beware of the end of level guardian which is an enormous whopper, who will squash the faint-hearted and those lacking the stomach for battle.



PD TOP TEN

A-Animation S-Sound U-Utility G-Game M-Miscellaneous

1 Share and Enjoy Amazing Tunes 2 (3 disks, 1 meg) M
2 Blues House (2 disks) M & G
3 Learn and Play (2 disks) E
4 Star Trek Megademo (2 disks, 1 meg) A
5 Chaos Rock (1 Meg) M
6 Budbrain Megademo 2 M
7 Probe Demo A
8 Ultimate Icon disk U
9 Bloodsports Slideshow A
10 The Simpsons A

Compiled by ABOTS

Wizzcat from PD Soft (No 1190) is a fine example of just how sick some people's sense of humour can get. The dark side of Mickey Mouse is explored and somebody should tell him it's time to visit the dentist. A horror story sends chills up the spine with a gruesome encounter involving felines. And just so we don't feel too bad about the animal kingdom, a picture of a sea turtle that David Attenborough would be proud of.

DEMOS



HAM Imagination from NBS provides some fabulous digitised images and hand drawings make this a very comprehensive disk. Taking nautical theme with Angel fish and ocean waves the disk is a real treat.

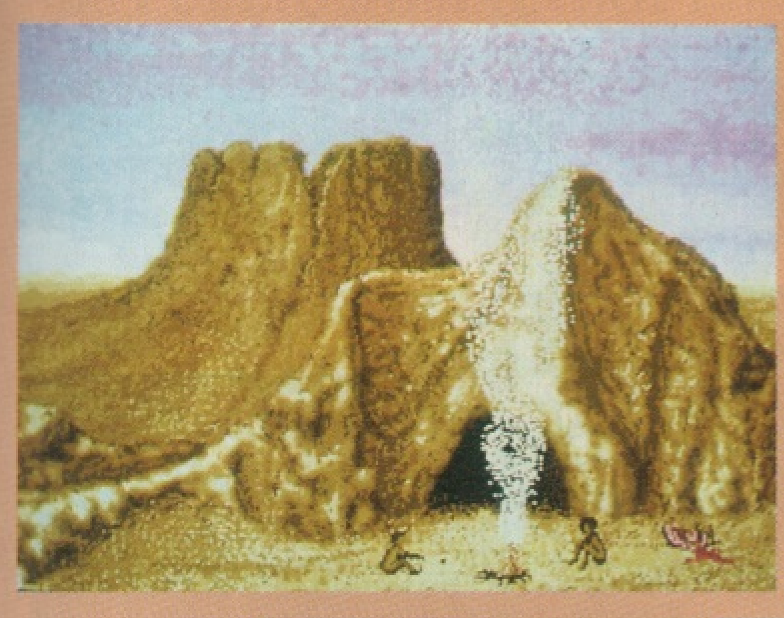


What is so amusing about killing poor, wee, defenceless creatures? Obviously NBS (No 2590) find this pastime a great rib-tickler. The cute furry animals are literally made mince meat of. Others hang from meat hooks, pleading for mercy. Death to all cuddly mammals! Another 'goodie' included on the disk is Top Gun Chuck.



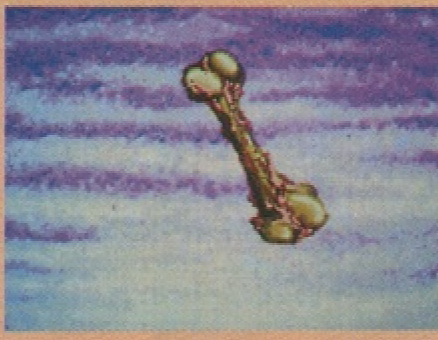


Dizzy Fun Time is an educational disk which contains games most suitable for children. It teaches how to give the correct change in coins when buying different items like books, sweets and fruit. There is also instruction with addition and subtraction. This seems like an effective way to teach basic skills and could also be used by adults who want to appear smart. Available from PD Soft (No 9B).

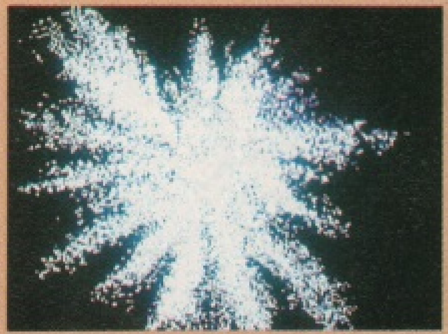




Following the excellent 2001: A Space Odyssey tutorial by Bullfrog, Irish graphics maestro, Phil Plunkett, put together his very own demo and very good it is too.







SPACE RACE

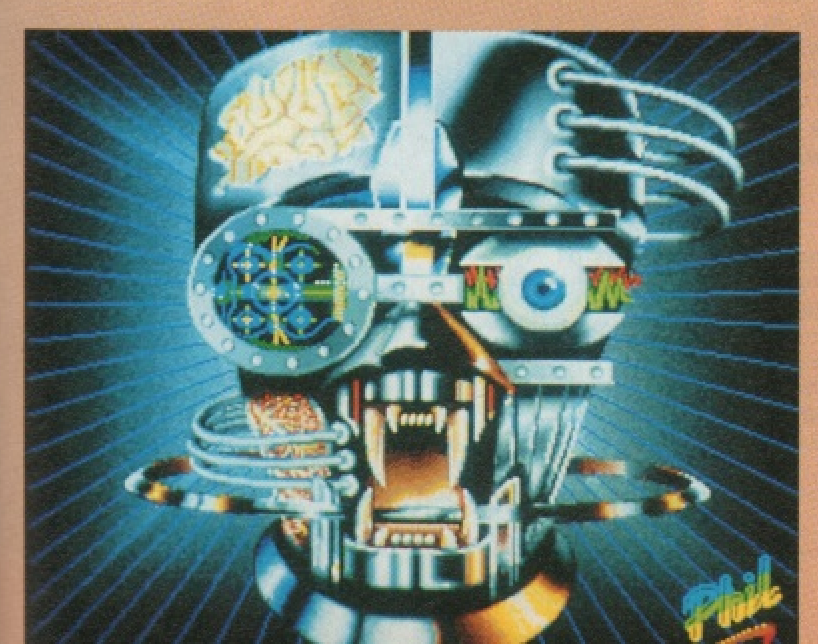
A couple of months ago we teamed up with top developers, Bullfrog, in an amazing demo comp. The response has been superb – and we haven't even told you what the prize is going to be yet!

If you followed our series of excellent tutorials by top UK development team, Bullfrog, you'll already know how to construct your very own 2001 demo. The majority of enteries we've received so far have been incredibly good and make the matchstick-like offerings of the CU staff look decidedly puny. The best offering so far comes from Philip Plunkett, who hails from County Dublin in Ireland. So impressed are we with Phil's work that we've decided to give you a bit of a sneak preview.

Phil also sent a number of other graphics, including redrawn versions of our Rotox and Robogirl covers from last year and several animations. He's only had his Amiga for a little over a year, trading up after flogging his old C64 to a pal. Although he couldn't paint to save his life, Phil finds the digital palette offered by EA's *D-Paint III* a doddle. Working on an A500 with a half-meg expansion, his original 2001 demo took up over 2 megabytes of memory so he's not actually seen it run himself!







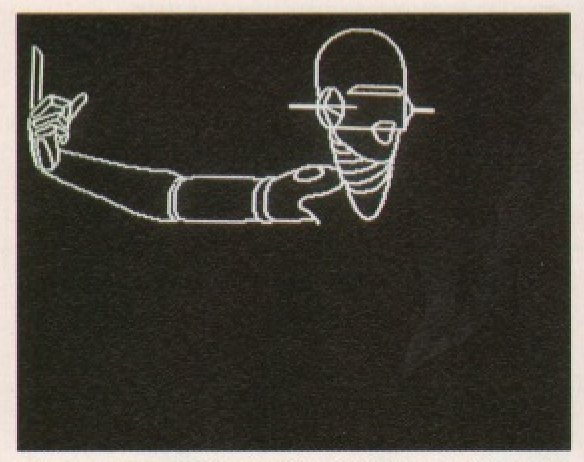
Only 19, Phil is currently studying a two-year course in CAD design but would ultimately like to pursue a career in the software industry. He's already got a couple of ideas for a game design, but desperately needs to get in touch with a programmer who lives nearby to help him stitch it all together. Drop him a line via CU if you're interested in helping Phil out.

WIN WIN WIN

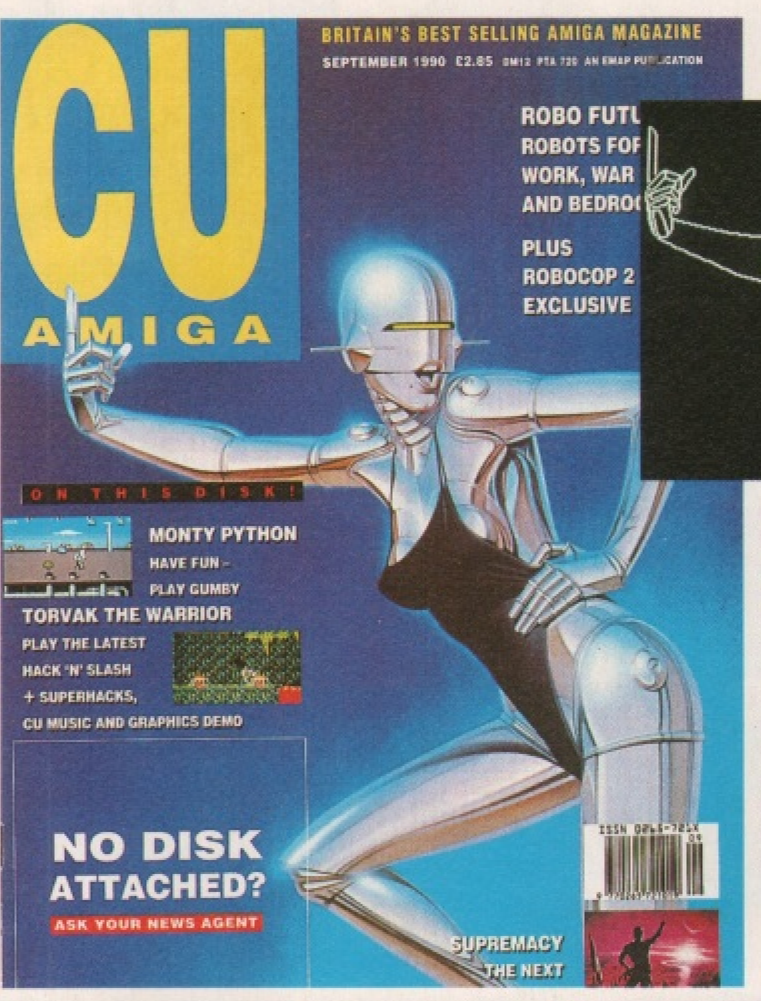
Contracts have still to be exchanged, details ironed out and the fine print mulled over, but next issue we'll be able to announce a truly spectacular prize for the best 2001 demo. Unfortunately, we can't say anymore at the moment – you're just going to have to wait for our June issue. Sorry.

ROBOARTIST

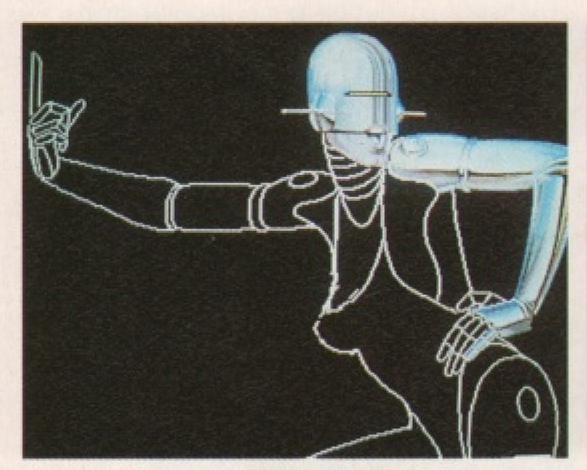
Remember the truly wonderful Robogirl illustration that graced the front cover of CU's September issue last year? Phil Plunkett was so impressed by Japanese artist Hajima Surayama's work that he set about recreating the air-brushed picture on his Amiga. We think the excellent results speak for themselves, but if anyone else would like to have a bash, here's how it was done...



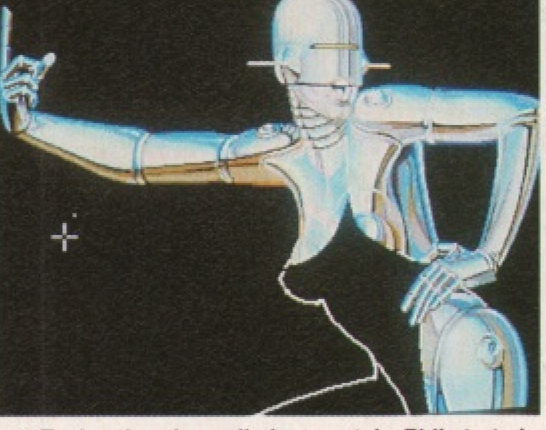
1. The entire picture was put together using EA's *D-Paint III*, although its predecessor D-Paint II would have been an acceptable substitute. After selecting low-resolution and 32 colours from the options screen, Phil then drew a rough outline of the source material in black and white.



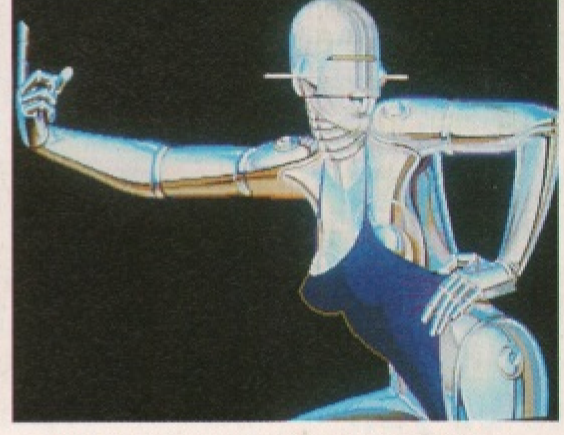
2. The next stage involved fleshing out the body detail and making sure everything was in correct proportion. In this instance, Phil chose to start work on the robot's head, working his way gradually down her body. The figure was then picked up as a brush and repositioned in the centre of the screen. To give himself a bit more room to play with, Phil decided to use the over-scan facility.



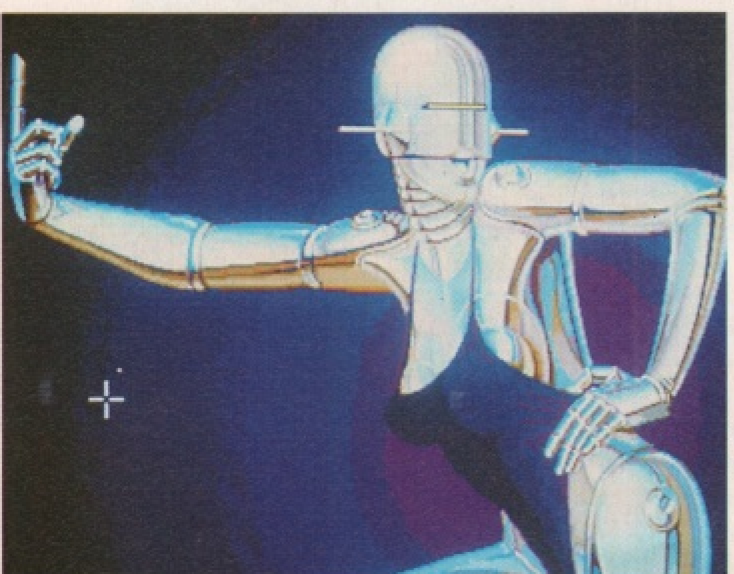
3. After he's happy with everything, Phil then accessed the palette requester to select the most important colours and distribute the range of shading for each one. This takes a lot of time – obviously blue and purple are more dominant than brown in the picture so they get more colours allocated to them.



4. Each colour is applied separately. Phil started with the head to get some idea how the colours would mesh and then applied the results to the rest of the body. Remember: each time a significant change is made to the picture, it's best to save the alteration. The Robogirl picture took about 36 saves in all.

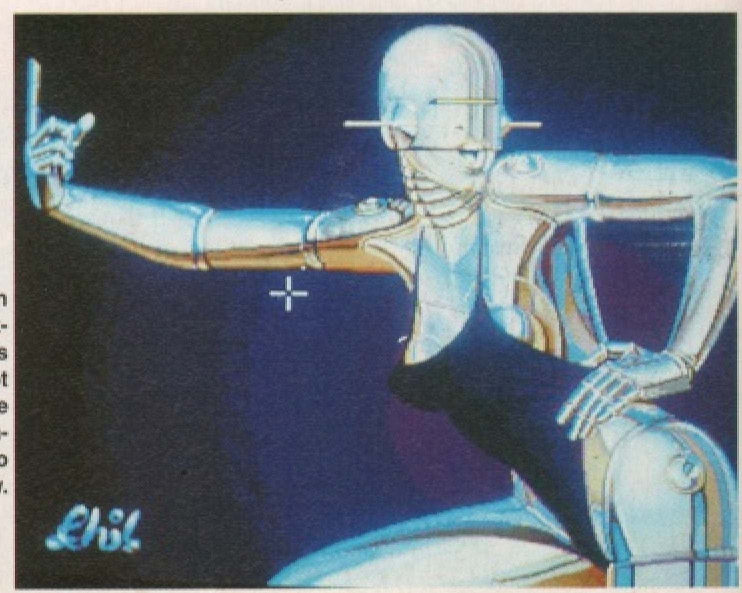


5. Once all the colours have been selected and placed, Phil used the smooth option to graduate them into an even spread. To further enhance the quality of his picture, Phil used a lot of cross-hatching which is necessary when you've only got 32 colours to work with.



6. *Left*: To get the metallic glow which surrounds the original sexy robot, Phil retraced the outline with very dark shades of blue. Even 'Ready-Brek' would have been pleased with this effect!

7. *Right*: The spare screen was used for a simple background design which was then merged with the robot screen. And there you have it, a DIY guide to Phil's stunning picture. Can anyone do better? Let us know.





Martin Walker continues his wander through the world of Amiga music utilities, and this time puts Trilogic's Audiomaster III through its paces.

This month's column completes a trilogy of recent sampler reviews with a look at the latest and greatest version of the Audiomaster package. After reviewing a budget software/hardware package (Technosound) and a high-end hardware package (Trilogic), the idea of a software only package may sound a little strange; surely you need hardware to do anything useful? However, many companies will sell their hardware and software separately to enable you to put together a system with the features you really want, and Audiomaster is widely regarded as the ultimate software option. If you've never seen it in the flesh and wonder what all the fuss is about, or what extra features the latest MKIII version offers then read on...

Audiomaster III is on two disks (the program itself and a samples disk) along with an excellent manual containing about 100 pages of instructions and examples, including five extensive appendices and a full index. The program doesn't have the fashionable icon-filled bas-relief screen favoured by many samplers, relying instead on a more traditional selection of drop down menu bars. This results in two things: firstly, the main window showing the current sample is large enough to see the waveform very clearly, and secondly the 56th(!) options on the menu bars are easily chosen without needing to use a microscope or having to learn a new set of icons. Along with this, many of the menu commands have keyboard shortcuts which are great time-savers when you're more familiar with the package.

Any hardware that uses either the parallel or joystick ports can be used. As well as the general purpose HiSpeed option, Audiomaster supports six specific makes of sampler (including AMAS) that can take advantage of special features of hardware. Also, if you Amiga has an accelerator board using a 68020/30/40 processor then different routines can be selected which allow sampling up to 56 Kilohertz if your sampler hardware is up to it! And, if your hardware doesn't zero properly (the output with no signal isn't in the centre of the window) then Audiomaster can calculate a bias to correct for this automatically.

Extensive user options are provided which can be saved as a configuration file which is then loaded automatically on subsequent occasions. Apart from basic things like choosing a colour scheme that suits your monitor (or TV) this remembers which hardware options you chose, current sampling and playback rates, as well as which of the many options you have selected from the menus (OK prompts enabled etc.). This means that every time you boot up the software, everything is set up exactly the way you like to work.

Most other samplers are memory based, ie. they show all of the available memory within the display window, and any sound is loaded into memory starting at the current cursor position. This allows many samples to be loaded into different parts of memory and then zoom facilities allow smaller parts of the memory to be viewed. Audiomaster uses a rather different sample based system - the viewing window only shows the current sample (whether loaded from disk or sampled through the hardware). This means that all the editing operations are concerned with sounds rather than memory, so that the window will shrink or expand automatically as you cut and paste. Since most sampling sessions are likely to be aimed towards getting one particular sound this approach can save a lot of time, and once you're used to the new system it can also make a lot more sense.

Sampling in mono or stereo is simplicity itself. As with many other selections, the sample rate and maximum size to consider can be set either by pointing and clicking the mouse along bar displays or by clicking on a numerical box and entering the figures directly from the keyboard. Monitoring of the input signal for setting up levels is shown by an oscilloscope type display, and sampling itself can be initiated by hand or triggered once a threshold (again user set) level is exceeded. Once the sample is in memory, it can be edited with an extensive set of cut/copy/paste options. Loop points can be adjusted whilst the sample is playing (hooray!), and a powerful 'Seek Loop' command is available to speed things even further.

Effects are extremely flexible and sophisticated. Although echo, flange, reverse, mix, fade in/out and filtering are often provided in other packages, Audiomaster sets new standards. For example, instead of offering fade in/out, the 'Change Volume' command is provided. This allows the start and end volumes of any selected section to be set anywhere between 0 and 200%, enabling any sort of fate or simple increase/decrease in overall level to be carried out, along with a 'Ramp Pre-Scan' option which does a dummy run, and will then scale down the actual result if any point on the resulting waveform would otherwise exceed normal limits and cause distortion. This sort of attention to detail makes working with Audiomaster a joy.

Retuning a sound can be selected from three bar graph displays, or by numerically entering a new sample rate, period or note. Resampling allows any sound to be converted to any other sample rate (e.g. for including a sound in another music package).

A whole new menu for creating song sequences from a string of samples has been added, and this is extremely flexible and easy to use, especially since a 3.5 minute example is included on the samples disk for you to study.

If you are used to Audiomaster II then the new version is like finding someone's resprayed your car and added a new engine. You've probably guessed that I'm a convert - this is the most flexible and easy to use sampler that I've yet used on any computer, and is obviously designed by someone who knows the difference between frills and features. Nothing ever gets in the way of sampling, and apart from a few slight omissions in the manual and the absence of crossfade looping, it would be perfect. Try it and buy it!

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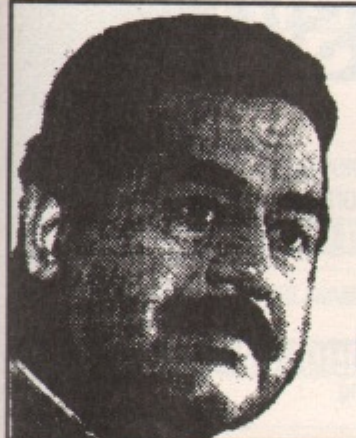
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ADDITIONALS

With a bewildering array of Amiga peripherals and software packages available, it's often difficult to decide on that all important new joystick or printer. Help is now at hand with the definitive CU guide to help you get more out of your Amiga. Each month Chris Jenkins reviews the best in books, disk copiers, stereo speakers, disk drives, and other important accessories.

EDUCATION

HOORAY FOR HENRIETTA

Despite being landed with possibly the worst title ever for an educational package (or anything else for that matter), Hooray For Henrietta has proved itself on the PC and ST and is a welcome addition to the growing market for Amiga edusoft.

The program is designed for 5- to 12-year-olds, and introduces "fun maths", which I would have thought is a contradiction in terms. Still, HFH manages to bring a lot of colour and excitement to a series of exercises which are cunningly disguised as arcade games, so the tinies don't know what they've let themselves in for until it's too late.

There are eight levels of difficulty, each with a low, medium and high setting and an adjustable time limit, so the student or teacher can choose the most suitable ability level. The problems are randomly generated, so you never run out of exercises, and a Progress Recorder chart which can be printed out allows you to monitor the student's progress. The comprehensive Parent/Teacher display lets you adjust the program to concentrate on the student's weak areas.

The "arcade games" use simple graphics, placing Henrietta, her groom-to-be Henry and John the naughty parrot in various awkward positions. In the first, Henrietta has to climb a rope to save Henry from falling into a vat of custard (realism isn't the program's strong point...) As maths problems appear on the screen, each correct answer raises Henrietta a step up the rope, each mistake drops her a step.

Despite its cartoonish packaging and gamesy feel, HFH is a sound education program with a good deal of flexibility.



Cost is £24.99, and a follow-up, Henrietta's Book Of Spells, is in the works.

FACILITIES	7
EASE OF USE	8
VALUE FOR MONEY	7
OVERALL	**7**

An amusing and well-designed program which takes the pain out of arithmetic

Scetlander Ltd, 74 Victoria Crescent Road, Glasgow, G12 9JN, Tel. 041-357 5034

HARDWARE

MINI VAC

We were tempted to invent a new category to cover Mini Vac, but had to give up faced with the difficulty of categorising a clip-on vacuum cleaner extension set. Basically Mini Vac allows you to probe gently into those delicate bits of your Amiga - or for that matter any other computer, hi-fi unit, model airplane, flower arrangement or plaster model of Prince Philip - which you can't reach with a duster or a conventional vacuum cleaner.

The 10.95 kit includes a coupler which should fit over the nozzle of any standard mains powered vacuum cleaner, connected to a 36-inch flexible plastic tube. At the other end is a socket into which you can attach a straight or angled extender, and to the end of this you fix a crevice-cleaning tool, wide brush or narrow brush. Now you can apply mega-suction to the dusty crevices of your keyboard, preventing damaging dust build-up.

The advantages of Mini Vac over other hand-held battery-operated vacuum cleaners or air-blowers are obvious; it's more powerful, has no batteries to go flat, and gets rid of dust properly instead of blowing it around. File under "strange but useful".

FACILITIES	8
EASE OF USE	9
VALUE FOR MONEY	8
OVERALL	**8**

Nothing sucks like an Electrolux, but Mini Vac comes a close second

Mabbott & Griffin, 9 High Street, Penrhyndeudraeth, Gwynedd, LL48 6BN, Tel. 0766 771 398



CONTROL DEVICES

LOGIMOUSE PILOT

A mouse is a mouse is a mouse - isn't it? Not according to Logitech, whose LogiMouse Pilot is claimed to be the best of the breed. Well, we all know that the Commodore mouse is famous for its unreliability and short lifespan, but will you want to spend £27 on a replacement?

The LogiMouse Pilot certainly looks good, with a curvaceous case which wouldn't be out of place on the bridge of the Starship Enterprise, ergonomically designed to feel comfortable in the hand. Inside, the opto-mechanical technology used is of a familiar type, but is Logitech's own design, boasting a "self-cleaning ball cage" which keeps the mechanism free of dust.

One of the most attractive features is the two-year guarantee, so if your Commodore mouse finally bites the dust, you know the LogiMouse Pilot will give you at least a couple of years' hard rolling for your money.

FACILITIES	8
EASE OF USE	8
VALUE FOR MONEY	8
OVERALL	**8**

A smart design which should provide long. reliable service

Logi UK Ltd, Broadley Business Centre, Unit 9 Kingfisher Court, 281 Farnham Road, Slough, SL2 1JF, Tel. 0753 37222

APPLICATIONS

GB ROUTE

Complex Computers, appropriately enough located in "Bacup Road", has come up with the first Amiga route planning package I have seen, although I'm aware that there is at least one available for PC compatibles. The idea is so useful, it's amazing no-one has done it before.

If you have ever had to plan a long journey, you will realise that knowing where you are and where you are going doesn't automatically make it easy to navigate from point A to point B - and useful roadsigns don't crop up much when you're 200 miles from your destination.

GB Route operates on unexpanded Amigas, but since it loads all its data into memory for fast access, you should boot from the program disk rather than from Workbench if you have less than 1MEG. The program comes on a single disk which can be backed up or transferred to hard disk. The plastic folder also contains a 15-page handbook.

The display features two windows, one showing the British Isles map, the other various data. Operation is simple. Select New from the pull-down Route menu, and type your origin into the From window, press return, type your destination into the To window. Click on the GO gadget, and after a few seconds a line indicating the fastest route appears on the map. The distance, time and fuel costs appears in the control window.

You can find the shortest possible route (not necessarily the same as the fastest) by clicking on SHORTEST, insert breaks in the journey by entering stopping-off points in the VIA boxes, and zoom in for a closer look at any section of the map. New data for departure time, fuel cost and average speed can also be entered into the input windows.

Although the map presents roads as straight lines between points, which isn't of course accurate, you can calculate a more precise idea of your route by checking the information in the display window. Entire maps or routes can be printed out, preferences saved as defaults and non-route roads toggled on and off.

At £39.95, GB Route might be a good investment if you do a lot of driving. However, due to memory limitations it covers only motorways and A roads, so serious road warriors may want to wait for the more comprehensive upgrade available in midsummer, though it will inevitably require 1MEG plus and be more expensive.

FACILITIES	7
EASE OF USE	9
VALUE FOR MONEY	7
OVERALL	**8**

A good idea well implemented, but you may want to wait for the more comprehensive update

Complex Computers, 221 Bacup Road, Rossendale, Lancashire, BB4 7PA, Tel. 0706 224531

GRAPHICS

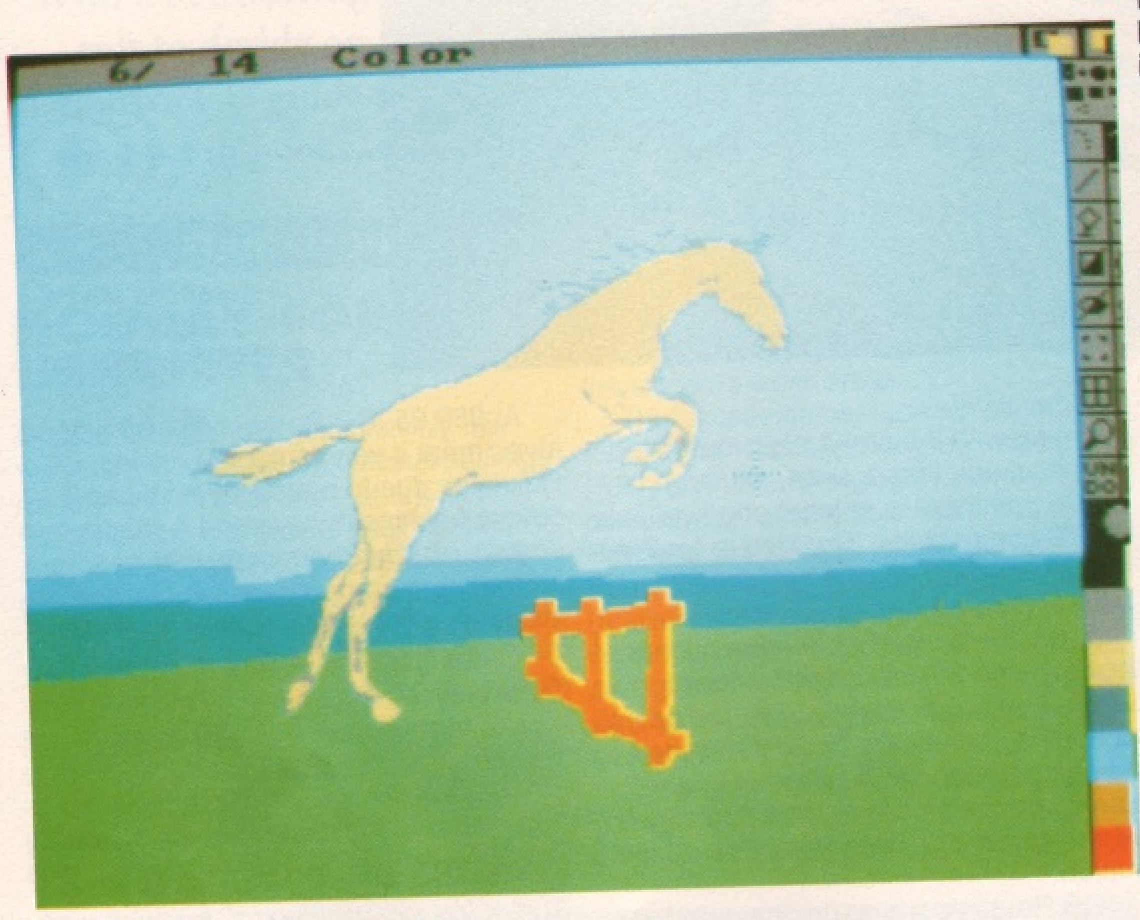
REAL THINGS, VOLS 1,2, & 3

The Real Things series from RGB Studios has carved a little niche for itself in the world of graphic animation. There are plenty of "clip art" collections available for use with desktop publishing packages, but this is the only series I know of which caters to the needs of animators. Volumes 1, Horses, and 2, Birds, have been available for some months, but we'll take a quick look at them in conjunction with the new release, the ambitious Vol 3 - Humans.

Since the Real Things files are in the ANIM format, they will normally be used by Deluxe Paint III owners using 1MEG Amigas, though other packages such as Deluxe Video, AniMagic and CanDo will also work.

Each volume costs 29.95, not much considering the amount of work which has gone into them, and comes in a ➢

ADDITIONALS



sturdy plastic file box with two disks, a comprehensive user guide which explains how to use the files in D-Paint, and tutorial documents covering subjects such as basic anatomy.

The fundamental idea of the Real Things series is that you should use the sequences of images in the ANIM files as a basis for your own animations, overlaying them on title sequences, recolouring them, or simply using them as a frame-by-frame basis for whole new sequences. On the Birds and Horses disks, sequences of animals flying, running and jumping are often accompanies by suitable backgrounds. On the Humans disks, backgrounds are ignored in favour of more and more detailed animations, including artistically unclad males and females walking, running, jumping, and talking in head-and-shoulders views.

The range, accuracy and usefulness of the files are generally very high, and on the Humans disks you're also given a set of "cut-and-paste" items of clothing so you can experiment with dressing up your figures.

I'll certainly look forward to seeing the forthcoming volumes in this excellent series, which include butterflies, insects, and fish and marine mammals.



Real ThingsVols 1. Can you guess what it is kiddies?



FACILITIES	8
EASE OF USE	8
VALUE FOR MONEY	9
OVERALL	**8**

Beautiful and useful animations ideal for the ambitious computer artist

RGB Studios, Gables, Buxted, East Sussex, TN22 4PP, Tel. 082581 2666

BUSINESS

DIGITA ACCOUNTS PACKAGES

For small businesses, keeping accurate accounts can mean the difference between success and failure, so software packages have to be chosen carefully. In most cases, the tired-and-tested PC-compatible is the chosen platform for financial software, but the Amiga's potential for PC-emulation has allowed it to infiltrate some businesses. It will be interesting to see whether companies like Digita continue to find the Amiga worth supporting in this market.

Of the four programs here, three - Cashbook Controller/Final Accounts and System 3, are definitely for small businesses, while the fourth, Home Accounts, is also aimed at domestic users. Home Accounts (£29.95) comes on a single disk with a 40-page manual. It runs under Workbench and can be backed-up or transferred to hard disk.

The program allows you to control up to 10 accounts, normally for a period of one year. After setting the correct date you create your account details, entering basic details such as the type (savings, current, credit and so on), then the terms of expenditure you want to cover (income, rent, housekeeping, transport and so on). The program functions like a mini-spreadsheet, automatically carrying out regular transactions and presenting the year-end results.



For each account you can set upper and lower limits (if, for instance, you don't want to go overdrawn, or have too much money in a current account), enter individual transactions, enter memos, search for keywords, perform various sorting operations, and so on.

Home Accounts is a very comprehensive and worthy program, but for serious business use you would need something more professional, like System 3. This £49.95 package has three main routines; sales invoicing, stock control and cashflow control. Features include invoice generation, VAT summaries, debtro control sales reports, project summaries, invoicing non-stock items such as labour, and so on. An extended version offers customer control and stock item facilities.



The last of Digita's offerings is the even more abstruse Cashbook Controller, also £49.95. This is an accounting package, but intended to supplement rather than replace your accountant (unfortunately). Features include double entry transactions for cash and sales accounts, account listing, monthly transaction summaries, VAT information, net movements on individual accounts and so on. A supplementary program, Final Account II (sounds like a Schwarzenegger movie), allows you to produce year-end accounts for a further £29.95.

Digita's packaging for their complicated but comprehensive business utilities. They do prove a little off-putting at first, but they serve their purpose well.

As you would expect, none of these packages are particularly easy or fun to use, but speaking as someone who can't even make his chequebook balance they seem very powerful and comprehensive.

FACILITIES	9
EASE OF USE	6
VALUE FOR MONEY	7
OVERALL	**7**

Powerful if intimidating financial software packages for home and small businesses

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OPEN SES

THE SPRING COMPUTER SHOPPER SHOW NOW MEANS THAT CHRISTMAS COMES TWICE A YEAR FOR BUYERS



AND Finally...

When I Grow Up I Wanna Be...

Steve James: A Spy (he even sent the Queen 10p for his outfit and gun!), Dr Who (Patrick Troughton), Harold Wilson, Jacques Cousteau.

Dan Slingsby: A spaceman, A Clanger, A mad Axeman, one of the Hairbear Bunch.

Mark Patterson: Old enough to get into pubs (he still can't), Guitarist, A Jedi Knight.

Steve Merrett: Clinically insane, Dr Who (Jon Pertwee), West Ham's goalie, Wonder Woman's bra.

Andy Beswick: The Six Million Dollar Man, an astronaut, an oil magnate, Bruce Forsyth, Susanna Hoffs' side of the bed

Tina 'Traitor' Zanelli: An astronaut, Spiderman, invisible, a famous Italian model (no chance), a sack of mouldy old potatoes.

Tom Glenister: Warren Beattie's fingertips, an ad manager (he's still trying), the leader of 617 Squadron.

Remzi Salih: Rich.

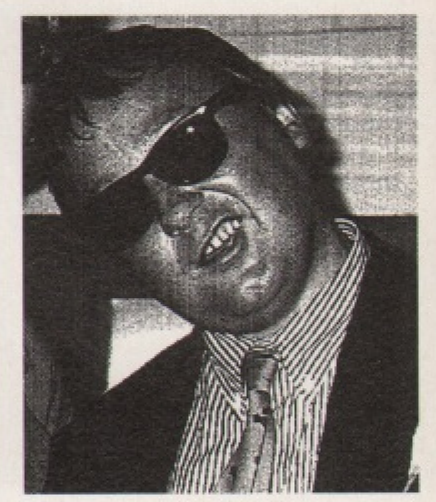
Fiona Keating: Valerie Singleton, a train driver, taller.



TEN FAMOUS PEOPLE WHO OWN COMPUTERS (PROBABLY)...

1. Paul Daniels (anything Atari)
2. Pope John Paul II (probably a Gameboy)
3. Debbie McGee (See Paul Daniels)
4. Rolf Harris (Quantel Paintbox – can you see what it is yet?)
5. William Tell's son (An Apple)
6. The Boss of London Zoo (A Lynx)
7. Patrick Moore (A Jupiter)
8. Anyone Dyslexic (An igAma – think about it!)
9. The Man From Atlantis (An Aquarius)
10. Johnny Morris (A PET)





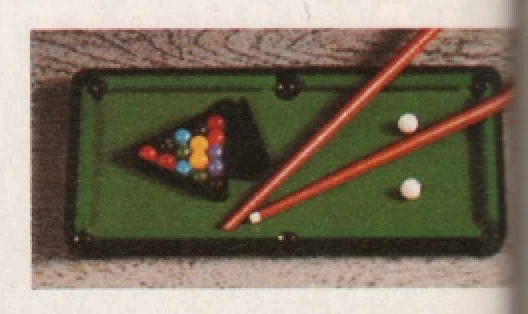
SEPARATED AT BIRTH!
Garry Williams (CU Publisher)... Curly (3 Stooges)

WIDGET IT!

Levit Be!
A little odd this, but fascinating nonetheless. By placing what appears to be one of those multi-faceted disco balls between two infra-red sensors, the ball is apparently held suspended in mid-air and, providing it isn't walloped too hard, it can be made to spin and revolve on its axis. It's supposed to be used to impress your friends and elderly relatives, and is also thought to be very theraputic and relaxing.

Sign Of The Times
For those of you addicted to the likes of Russell Grant and the countless other 'star gazers', then this gadget is for you. Using a series of complex charts, this little device can predict your future up to the year 2020 on its tiny LCD screen. It will indicate your luck with money, girls, and life in general, and also helps to see whether it is worth getting out of bed each morning. Quite what happens to your life when the batteries start to go is a little worrying, but there you go...

Pocket Billiards
Just the ticket for those addicted to playing pool, roulette or dominoes, this 12-game compendium contains mini-versions of Roulette, Backgammon, Casino Craps, Chess, Draughts, Pool, Black Jack, Cribbage, Dominoes, Chinese Checkers, Straight (Mill) and Surround. The pool set even comes complete with a tiny triangle to round the balls up with and miniscule cues – but what about the chalk, that's what we want to know!



TOP TEN

1. Lemmings
2. Turrican 2
3. Speedball 2
4. SWIV
5. Fantasy World Dizzy
6. R-Type
7. Final Whistle
8. Little Puff
9. F19 Stealth Fighter
10. A10 Tank Killer

Fives Years Ago...

Exclusive C64 reviews of *Green Beret, Fairlight, PSI-5 Trading Co.*, and *Bomb Jack.*
Massive feature on the Amiga – Is it a gamers dream?
Amiga *Marble Madness* scrutinised – is it as good as the coin-op?
News: *Sam Fox's Strip Poker* arrives, courtesy of Martech. Wild Bill Steely arrives in London. Argus announce a range of productivity software for the ill-fated C128.

Ten Games Based On Fish

1. **Super Monaco Guppy** – U.S. Gold
2. **Cods** – Renegade
3. **Rick Danger-Huss** – MicroProse
4. **Atomic Robo-Squid** – Activision
5. **Skate Or Die** – Electronic Arts
6. **Elvira: Mistress Of The Shark** – Accolade
7. **Z-Trout** – Rainbow Arts
8. **Carp-oon** – PSS/Mirrorsoft
9. **Wrath Of The Bream-on** – Readysoft
10. **Sole-o Flight** – U S Gold

Ten Machines That Are Gone But Not Forgotten...

1. The Mattel Aquarius
2. The Vektrex System
3. The Sord M5
4. The Jupiter Ace
5. The Oric Atmos
6. The Dragon 64
7. The Vic 20
8. The Commodore PET
9. The ZX80
10. The MSX

WHAT THE TEAM ARE PLAYING THIS MONTH ...

Steve James: ***PGA Tour Golf, Centurion, SWIV***
Dan Slingsby: ***Hill Street Blues, PGA Tour Golf, 'Nam***
Mark Patterson: ***Bard's Tale III, PGA Tour Golf, F-15 II***
Steve Merrett: ***Chuck Rock, Toki, SWIV***
Andy Beswick: ***PGA Tour Golf, SWIV, Full Contact***

VIDEO VIEW

HALLOWEEN 5
Guild
Available to rent now

Old Michael Myers, that perennial slasher who seems to have out-lived Friday The 13th's Jason Voorhees, returns for another bout of slashing, killing and, er... more killing. As in the first two and the fourth film in the series (Halloween III was Myers-less), Michael has escaped his certain death and is once again being chased by his old Doctor, Loomis (Donald Pleasance). However, his main target is the sole remaining member of his family, his niece Jamie, but to get to her he must systematically butcher anyone who gets in his way. Now this may not sound particularly innovative, but Halloween 5 still delivers the odd shock, and Michael finally takes his mask off.





DARKMAN
CIC
To Rent From April 22nd

After his brilliant but low budget Evil Dead films, Sam Raimi's Darkman proves that he can survive the leap from small movie to blockbuster easily. A professor is hideously disfigured when a band of crooks break in and try to kill him. With everyone thinking he is dead, Whitesnake (the Doc) creates a plastic skin which can be grafted on to his face to make him look normal, but it can only last a short while before it starts to decay. As he starts his life as a vigilante and tries to avenge his disfigurement, he eventually meets up with his ex-girlfriend, and despite his wrecked face, they are still in love (aaaaah!). Darkman is Raimi's most adventurous film, but he pulls it off admirably. It is perfectly paced and extremely enjoyable. Rent it now!



EXORCIST III
CBS Home Video
Available to rent now

William Peter Blatty returns to helm this second sequel, which has very little to do with the original two films. A serial killer is tracing people who apparently had things to do with the first exorcism. The lastest victim, a priest who performed the rites, has been found decapitated. Investigations lead to Patient X (genre vet, Brad Dourif) who appears to be possessed. The main problem, though, is that X is locked up all day and that there is no way he could possibly get out to commit the atrocities. Despite a good scenario, Exorcist III is bloodless, slow and just a tad boring – it doesn't really warrant a rental.



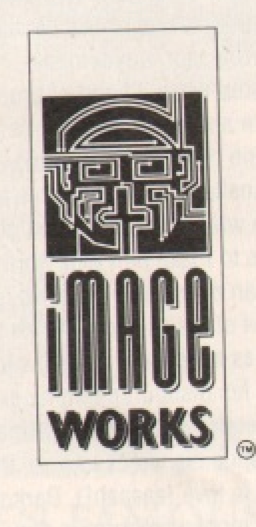
SCHIZO
Medusa Home Video
Available to rent now

Whilst on an archeological dig, a young boy sees his parents brutally killed. The film then picks up a few years later, with the obviously disturbed bloke out to find out what happened. Thanks to a paying girlfriend, he manages to return to the place where the incident took place, and it transpires that something odd is still occurring there. Much chasing follows, and the story starts to unfold. Not particularly taxing or new, Schizo is worth a look if both Darkman and Hardware are out.

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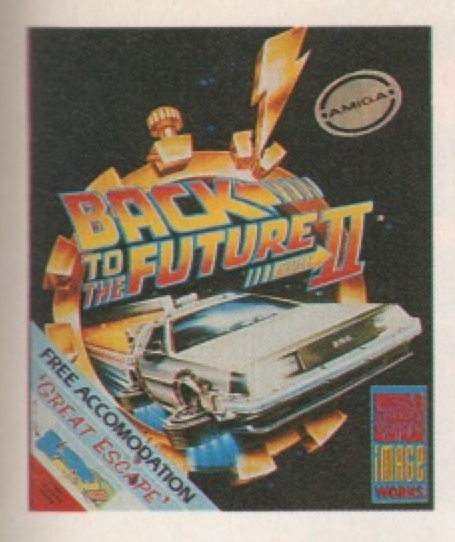
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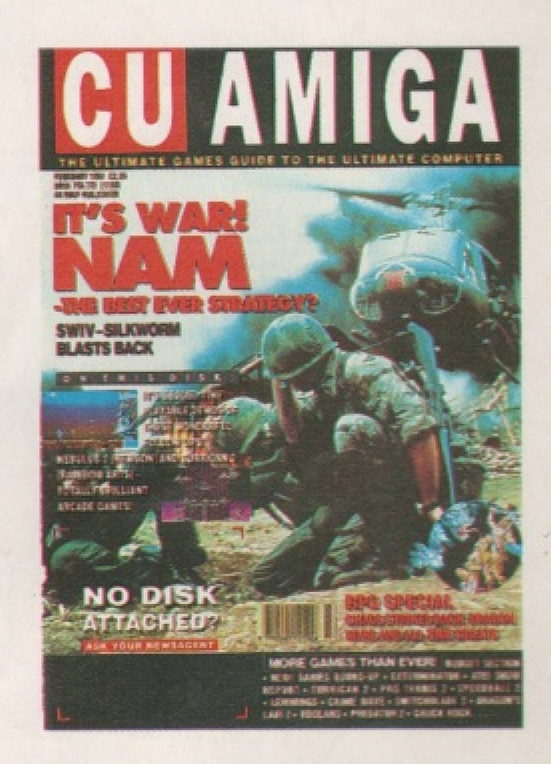
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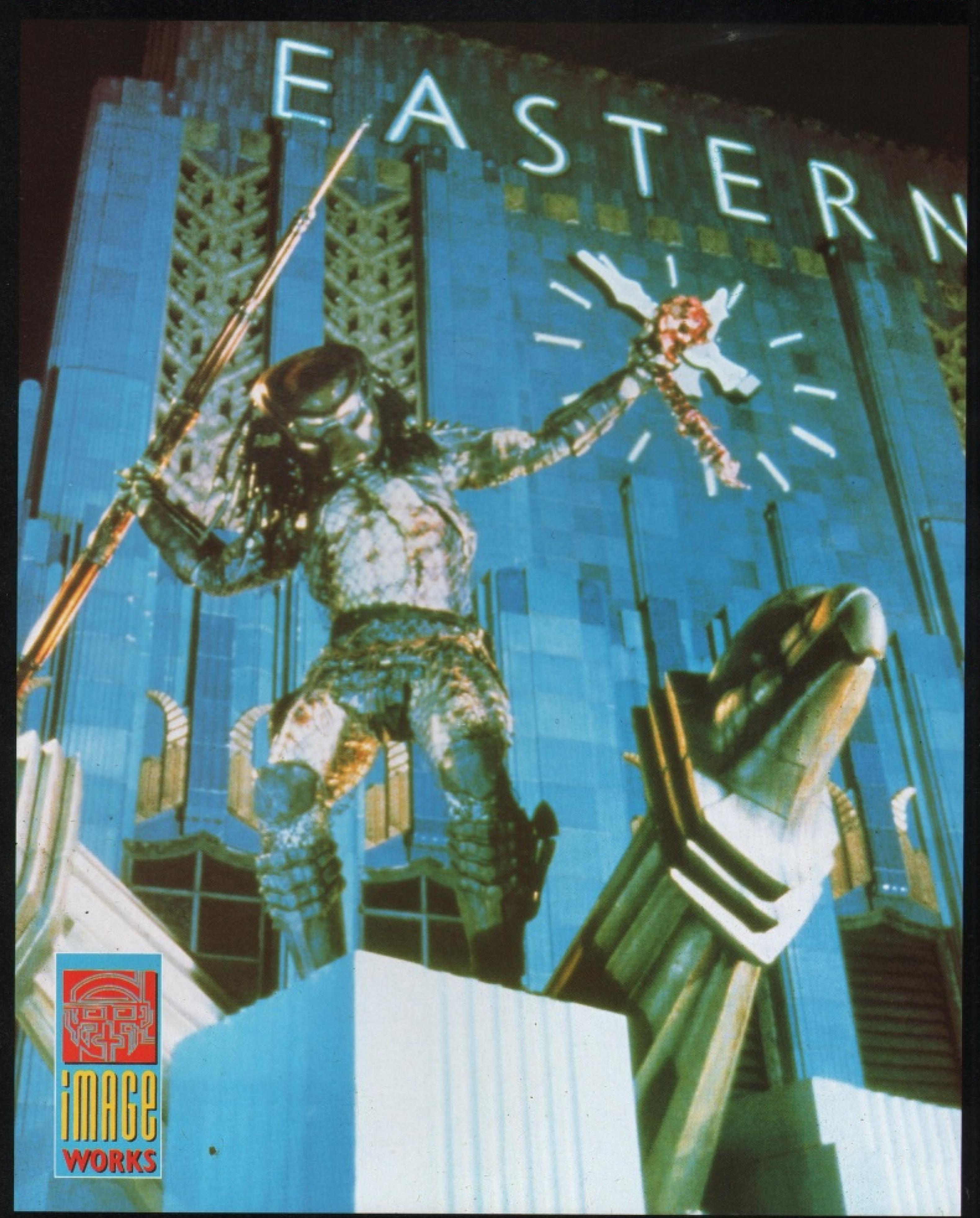
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GO WiLd!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
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